



£1.99

THE OFFICIAL STAR TREK[®] FACT FILES 106



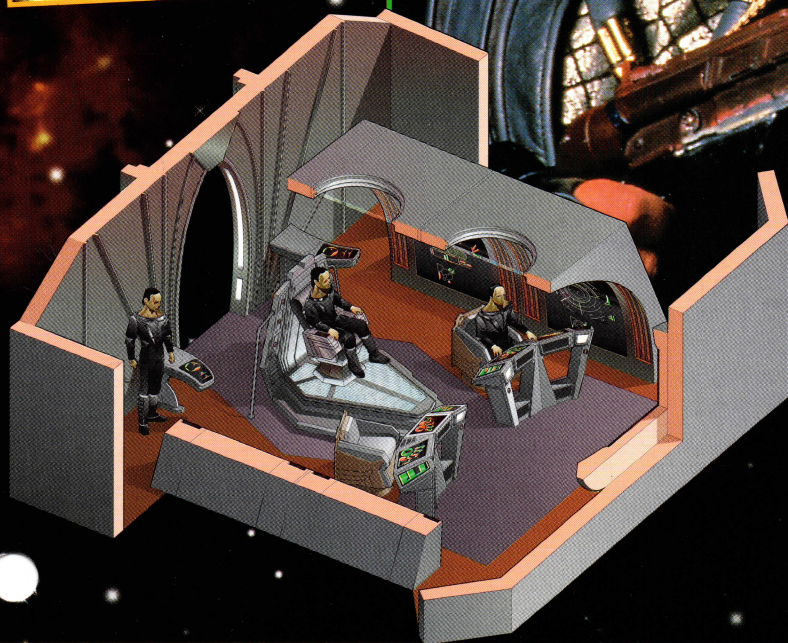
Janeway and Chakotay
Their developing friendship



The Delta Quadrant
U.S.S. VOYAGER explores



Captain John Christopher
Granted a glimpse of the future



THE GROUMALL BRIDGE
Command center of Gul Dukat's freighter

The History of the Klingon Empire
From the race's origins to Curzon's first meeting

Kazon Hand Weapons
Small pistols pack a punch

ISSN 1364-3983



9 771364 398010



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 106

The Guide to the STAR TREK Galaxy

The DELTA QUADRANT (Introduction)
The KLINGON Timeline (Part 1)
VELARA III

FEDERATION STARFLEET

The ARGUS ARRAY
U.S.S. ENTERPRISE NCC-1701:
Crew Under CAPTAIN KIRK: 2260's (Part 1)

Non-FEDERATION Starships

The GROUMALL: Bridge

Personnel Files

JANEWAY & CHAKOTAY: Friendship
PROFESSOR RICHARD GALEN
CAPTAIN JOHN CHRISTOPHER

Equipment & Technology

KAZON Pistol

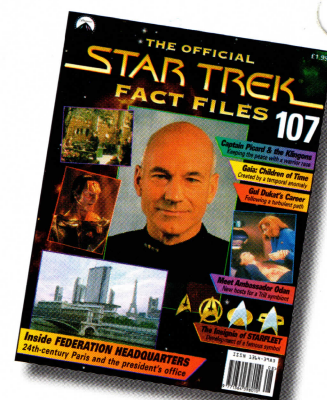
Starship Log

STAR TREK: THE NEXT GENERATION –
'The Survivors'/'Who Watches the Watchers?'
STAR TREK: DEEP SPACE NINE –
'The House of Quark'/'Equilibrium'

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The DELTA QUADRANT (Part 1)
France: Seat of Power
GAIA
KLINGON DAY OF HONOR

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701:
Crew Under CAPTAIN KIRK: 2260's (Part 2)

Non-FEDERATION Starships

'PUP'

Personnel Files

PICARD & the KLINGONS
AMBASSADOR ODAN
GUL DUKAT: Career

EQUIPMENT & TECHNOLOGY

STARFLEET Insignia

Starship Log

STAR TREK: The Original Series –
Episode Guide (Part 1)
STAR TREK: VOYAGER – 'Message in a Bottle'

A-Z Access Point

Your continuing alphabetical reference source

CUSTOMER SERVICES

UK AND EIRE COLLECTING YOUR MAGAZINES WEEKLY FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE.* (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

TM, ® & © 1999 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer

Art Director: Rob Garrard

Editor: Jennifer Cole

Design: Martin Ritchie, Danny Baldwin

Art Coordinator: Emily Mitchell-Heggs

Assistant Editors: Emma Tennant, Marcus Riley, Andrew Littlefield

Associate Editor: Ben Robinson

Authors: Kathe Conti, Michael Conti, Chris Dows, Peter Griffiths, Andrew Littlefield, Bill Margol, Jonathan Freund, Marcus Riley, Beth Slick, Jim Swallow, Emma Tennant

Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by DDL (Tel. 0171-221 8855)

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

ART EDITOR, LOS ANGELES: Guy Vardaman

RESEARCH COORDINATOR, LOS ANGELES:

Penny Smartt-Juday

CONSULTANT EDITOR: Tim Gaskill



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 6

THE DELTA QUADRANT



CHARTING
THE GALAXY

The Delta Quadrant is a largely uncharted sector of the Galaxy, thousands of light years from Federation space. It is populated by many different races.

The Milky Way Galaxy, home to the **United Federation of Planets** and its neighbors, appears as a spiralled disk more than 100,000 light years across. Stellar cartographers have divided the Galaxy into four quadrants for ease of navigation and records; the Federation and its member worlds are mostly located in the **Alpha Quadrant**.

Far across the galactic disk is the largely uncharted (to the Federation) expanse of the **Delta Quadrant**. On **Stardate 42761**, the **U.S.S. Enterprise NCC-1701-D** becomes the first **Starfleet**

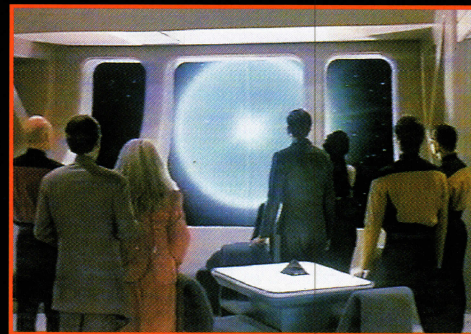
vessel to make **first contact** with beings from the Delta Quadrant when the omnipotent **Q** hurls it to **System J-25**, more than 7000 light years from Federation space. There, the **Enterprise** crew first encounter the deadly, cybernetic hive race known as the **Borg**. It is estimated that the core of Borg space exists at a location 60 to 65,000 light years from the Federation border.

Stranded starship

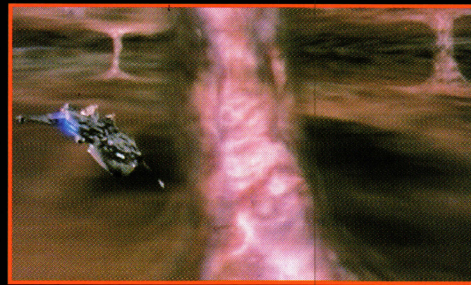
This sector of the Galaxy would have remained unexplored by Starfleet, had it not been for an incident that

takes a Federation starship to the very edge of the galactic rim. On **Stardate 48315**, the **U.S.S. Voyager NCC-74656** is swept up in a translocation effect and deposited in the Delta Quadrant, 75,000 light years from its original location, by an alien being known as the **Caretaker**. The journey back to the Alpha Quadrant would take more than 70 years using current warp technology, and so **Voyager's** crew continues to search for

A MAQUIS VESSEL and the U.S.S. VOYAGER are transported to the Delta Quadrant from the Badlands, near Bajor.



A wormhole opens near the planet Barzan in 2366. It is unstable, and its terminus moves between the Gamma and Delta quadrants unpredictably.



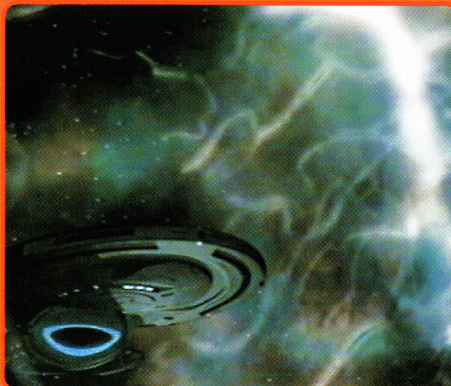
The mysterious quadrant

During their exploits in the Delta Quadrant, the crew of the **U.S.S. Voyager NCC-74656** encounter a large number of extreme stellar phenomena. Indeed, the quadrant is rife with spatial distortions of a magnitude seldom encountered in the Alpha Quadrant. These include quantum singularities, in the event horizon of which starships can become trapped; micro-wormholes (a narrow passage through subspace); and a sentient cloud being. Other occurrences are a previously unseen, centuries-old inversion

nebula; interspatial passageways known as subspace vacuoles; artificially-created openings into the parallel dimension of fluidic space, inhabited by the biologically-advanced Species 8472; and a spatial scission – a divergence of subspace fields that can cause any matter contained within an area of space to be duplicated. As part of its mission of exploration, **Voyager** has collected data on all of these anomalies, and hopes one day to deliver the findings back to Starfleet.

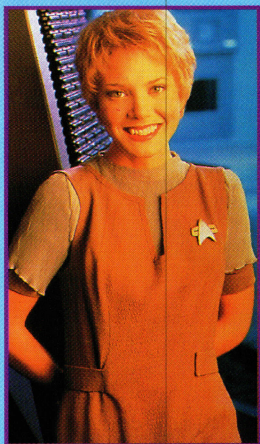


In 2371, the U.S.S. VOYAGER explores a highly unusual nebula, unaware that it is actually a sentient gas being. The 'wound' accidentally caused by the ship's entry is successfully healed with the use of a nucleonic beam, and VOYAGER escapes.



Quadrant	Delta
Planets	Many
Class	Various
Governing body	No single government
Life Forms	Various life forms, many of which share physical attributes with the humanoid races of the Alpha and Beta quadrants, suggesting that they may have been seeded by the same race.
Features	The Delta Quadrant contains myriad worlds and space phenomena, some of which have never before been encountered by the Federation.
Starship Log	STAR TREK: THE NEXT GENERATION 'Q Who?', 'The Price'; STAR TREK: VOYAGER 'Caretaker'

In 2373, the U.S.S. VOYAGER discovers a beautiful interstellar gas cloud populated by highly unstable strands of plasma, otherwise known as an inversion nebula. Such phenomena are unknown in the Alpha Quadrant and usually burn out in a few years, but this one is centuries old.



▲ *Kes, an Ocampan, is a native of the Delta Quadrant. In 2371, she leaves her home-world to join the crew of the U.S.S. VOYAGER, along with her Talaxian partner, Neelix.*

alternate routes, worm-holes, or other short cuts that will shorten their journey, charting the quadrant as they do so.

The nature of the Delta Quadrant appears to be largely the same as that of the Alpha and Beta quadrants, but some species in this part of space are unfamiliar with standard technology such as **holodecks**, **replicators**, and **transporters**.

Technology theft

This leads to instances of races attempting to steal *Voyager's* advanced technology. The **Kazon** make several attempts to obtain replicator and transporter technology,



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 6

THE DELTA QUADRANT



CHARTING
THE GALAXY



▲ *The Voth believe they were the first intelligent beings to evolve in the Delta Quadrant. When the scientist Gegen discovers that the Voth share genetic similarities with humans, he makes the heretical claim that the Voth traveled from the Alpha Quadrant to their present home.*

and they eventually hijack the entire ship for a short time in 2372. The following year, a race of pirate traders beam different pieces of technology off the ship, and a devious race called the **Caatati** 'salvage' the ship's ejected warp core to use as a bargaining chip.

Despite their colossal distance from the Federation, *Voyager's* **Captain Janeway** considers her vessel 'assigned' to the Delta Quadrant. She and her crew continue

to maintain Starfleet's directives of peaceful exploration and contact with new cultures.

The Delta Quadrant contains millions of worlds, and thousands of spacefaring races. With no unifying power, such as the Federation, most local civilizations appear to exist in a state of conflict with, or else ignorance of, their neighbors.

Voyager has encountered many races with substantial territorial holdings. Among them



▲ *Talaxian trader Neelix's knowledge of, and familiarity with, the many aspects and cultures of the Delta Quadrant proves invaluable when he and Kes first sign on with the U.S.S. VOYAGER crew.*

are the **Vidlians**, an advanced species in the grip of a deadly plague called the **phage**, and the **Voth**, a highly-regimented reptilian race with apparent genetic connections to the Alpha Quadrant. The **Hirogen** are a nomadic species whose entire culture revolves around hunting, while the race known as

GALAXY FACTS

▶ Until 2374, the U.S.S. *Voyager* is thought to have been lost with all hands in the Alpha Quadrant's **Badlands**. The vessel's chance encounter with a **Hirogen Communications Relay** enables the crew to inform Starfleet of their status.

▶ Neelix's invaluable local knowledge of the Delta Quadrant reaches its limit when *Voyager* enters the area of space known as the **Nekrit Expanse**.

Species 8472 arrive in the Delta Quadrant from the parallel dimension of **fluidic space**. In one timeline encountered by *Voyager*, the **Krenim Imperium** is a superior force thanks to a **chronoton**-based technology that facilitates temporal incursions.

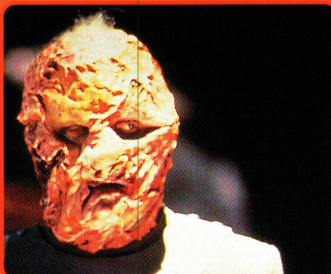
Voyager's course home is clear, but the path ahead, across the thousands of light years, is not. The journey will be filled with challenges and new discoveries, fulfilling Starfleet's mission statement to "boldly go where no one has gone before."

New races, new dangers

When Captain Janeway says, in 2374, "We seem to have a knack for provoking total strangers these days," she is referring to the fact that the Delta Quadrant sometimes seems to be entirely filled with threats to the *Starship Voyager*, often from races who consider themselves superior to all others. The **Hirogen** are a ruthless hunter species who treat all other races as prey, while **Species 8472**, whose parallel dimension of fluidic space opens into the Delta Quadrant, believe

themselves to be at the apex of biological evolution. Their mortal enemies, the **Borg**, share the same ideology, but are at the other end of the spectrum, having assimilated the cultural and technological distinctiveness of countless species, and 'improved' their quality of life with cybernetic attachments and a hive mind. In the early days of *Voyager's* journey, Janeway and her crew are plagued by two other menaces: the organ-harvesting **Vidlians**, and the greedy, cunning **Kazon**.

▶ *The Hirogen live for the thrill of the hunt, and ruthlessly pursue their prey. Warriors wear body armor, and mark their faces before a hunt begins.*



▲ *The Vidlians are afflicted by a terrible disease known as the phage, necessitating ongoing organ transplants.*



▲ *The Kazon have divided into numerous warring sects, all of whom fiercely protect their territories.*



▲ *The Krenim Imperium continually alters Delta Quadrant history with their use of chronoton-based technology.*



▲ *The Borg are the first Delta Quadrant race to be encountered by a Federation starship in Federation space.*

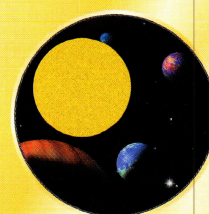


STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 19

VELARA III



STAR SYSTEMS

Terraforming projects work virtual miracles in transforming lifeless worlds with no evolutionary potential into lush **Class-M** environments.

Velara III is a world with roughly the same mass as Earth, and is located in the **Pleiades Cluster** of the **Alpha Quadrant**, approximately 415 light years from **Sector 001**. It is the site of a failed terraforming expedition, and the home of a unique form of life.

Dehydrated

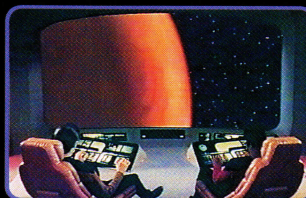
At first glance, Velara III is a desolate and nearly barren world. The planet's crust is composed of layers of stratified rock, and the surface is almost totally covered with a thin layer of reddish-orange sand. There is no surface

▶ New worlds

Once a planet has been transformed from a lifeless ball into a lush new world, it can be used as a colony planet for the expanding member races of the Federation.

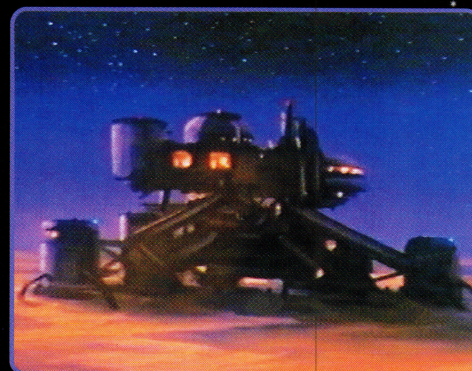
moisture, although a very thin layer of sub-surface water lies between the sandy surface and the rocks below. This liquid layer maintains an even thickness and distribution over the entire planet, and, in addition, has an extremely high saline content, making it inhospitable to all known forms of organic life.

Velara III has very little atmosphere, and stars are



visible in the sky during day and night. High winds whistle across the planetary surface, and sand storms are frequent. The planet also has a mass and gravity close to that of most **Class-M** worlds, making it an ideal location for terraforming.

However, as construction of the **Federation** terraforming station progresses, the strange, apparently random, sparkling effect in the sand



▲ Creation centre

Terraforming projects are only set up on planetary surfaces that are devoid of life, with no potential for future evolution.

OTHER CARDS IN THIS FILE...

- 6 THE PLANET OF GALACTIC PEACE
- 9 PLANET HELL
- 12 THE KALANDAN OUTPOST
- 20 VAGRA II & ARMUS
- 21 ALPHA ONIAS III

SEE OTHER FILES...

- CHARTING THE GALAXYFile 3
- SPACE PHENOMENAFile 5
- STAR TREK: THE NEXT GENERATIONFile 69

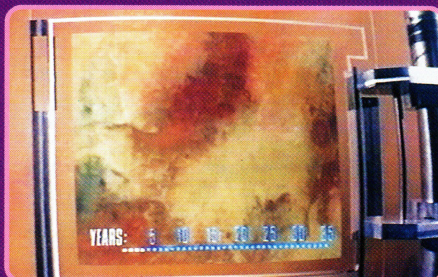
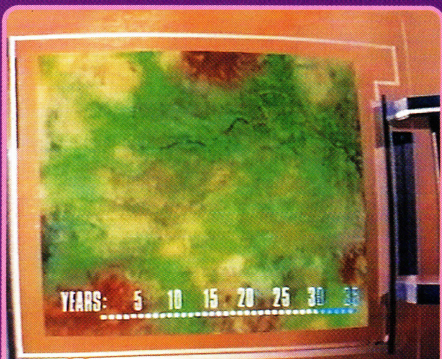
BARREN TO FERTILE

Gradual growth

The barren conditions make Velara III an apparently perfect choice for a **Federation**-sponsored terraforming project. The goal of this project is to transform the seemingly lifeless world into a lush, **Class-M** environment with a thriving ecosystem and biological presence in the relatively short span of 35 years.

After surveying the planet to ensure that there is no life, or potential for the development of life, the **Federation** begins construction of a virtually self-sufficient terraforming station on the surface, headed by Director Kurt Mandl. Also working on the project are Chief Engineer Bjorn Bensen, scientist Luisa Kim, and hydraulics specialist Arthur Malencon.

During initial surveys of the planet, it is noted that, in certain areas, the surface sand shimmers with a 'sparkling' effect, rather similar to sunlight on freshly-fallen snow. These areas of optical displacement are random and seemingly without importance. It is first thought that this effect is a naturally-occurring phenomenon native to Velara III; little do the scientists realize that the discovery of a new life form awaits them.



▲ The scans and readings taken of the planet reveal the desolate surface of Velara III as it was before the terraforming.

◀ The terraformers can compare the present conditions on the planet's surface to how green and fertile it will be at the end of their 35-year project.

Planet	Velara III
Class	M
Quadrant	Alpha
Inhabitants	Microbrains
Native name	Velara III
Surface	Inhospitable; dry and sandy desert with little water content.
Atmosphere	Very thin
Description	Velara III is being terraformed to a Class-M planet.
Life Forms	Microbrains - single-celled, crystalline life forms which form a single consciousness.
Features	The desert-like surface of the planet is frequently swept with violent sand storms and high winds.
Starship Log	STAR TREK: THE NEXT GENERATION 'Home Soil'



When looking for a planet suitable for terraforming, it is important to choose one which has no possibility of evolving life on its own. The charts of Velara III show a low water content in the planet's soil layers, and the scientists are unaware of the crystalline natives.



STAR SYSTEMS

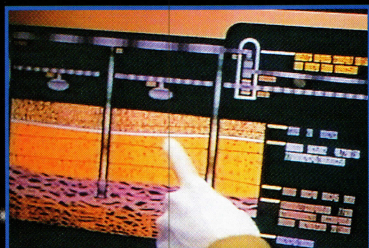
The Guide to the STAR TREK Galaxy

FILE 4 CARD 19

VELARA III



STAR SYSTEMS



begins to take on recognizable and intricate geometric patterns. These patterns appear and disappear in various locations, in what seems to be a random fashion. This, too, is initially determined to be a natural feature.

Creation begins

The terraforming process of Velara III is planned as a multi-stage operation that begins in the lab, and eventually moves out onto the surface and interior. The entire project is mapped out month-by-month and decade-by-decade far into the future, with little left



to chance. Early in the process, a narrow corridor is drilled through the upper crust to the layer of water that lies beneath the sandy surface. Once siphoned up to the surface, this water is filtered to remove much of the saline content. The water is then oxygenated, and replaced back into the thin water table. During this process, micro-organisms are introduced into the water table to begin the biological growth of the ecosystem.

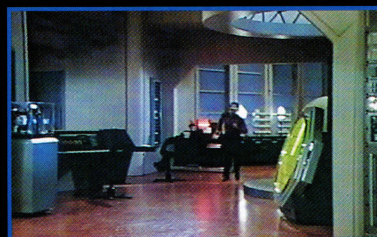
A small, non-organic crystalline specimen is later found by the terraforming team, and is

The terraforming station provides living quarters and shelter.

determined to be capable of reproduction, self-defense, and, eventually, communication. The life forms, or **microbrains**, as they are labelled by the **U.S.S. Enterprise NCC-1701-D**'s android officer, **Lt. Commander Data**, are found to be a collection of separate 'cells' that are linked by the electrical currents conducted through the saline water beneath the surface.

Connected in this way,

Commander Riker of the **U.S.S. ENTERPRISE** is shown around the Federation team's terraforming plant. The scientists are very proud and enthusiastic about their work, and the idea of creating new life.



Terraforming is a lengthy process; the intricacies involved require many years of hard work and dedication, and a lot of patience on the behalf of the scientists involved.



the many microbrains form one single intelligent consciousness, in the same way that the cells in a humanoid brain connect to form one individual. The microbrains are found to be photochemical in nature, and thrive on sunlight or other available sources of light.

Sand trap

This community lives in the sandy layer between the surface and the water table, which is called the "wet sand" by the microbrains. In this layer, they are able to access the water as a connective medium, while still being close enough to the surface to allow them to be sustained by the radiant light of Velara III's sun.

When the siphoning and desalinization of the planet's water begins, the process has an adverse and deadly effect on the

microbrains; after failing to communicate with the terraforming scientists, the beings declare open war on the Federation team, and eventually on the crew of the *Enterprise*.

When the destructive effect of the terraforming upon the silicon inhabitants of Velara III is realized, the scientists at first deny that they have endangered life, but eventually they come to accept that this may be the case. **Captain Picard** establishes a planetary quarantine to allow the microbrains to live in peace, undisturbed by alien presence.

Velara III is thereafter known as a planet that is inhospitable to humanoid life, but no longer barren and desolate. It is home to a thriving community of advanced, intellectual, and enigmatic creatures.

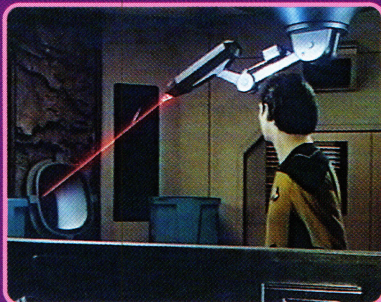
HOSTILE NATIVES

Fighting back

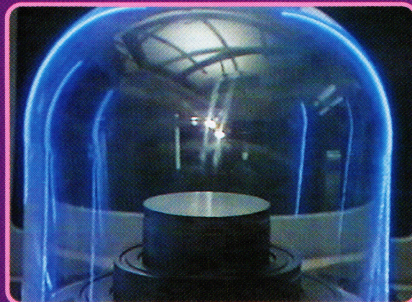
During a routine visit by the **U.S.S. Enterprise NCC-1701-D** in 2364, it is discovered that Velara III, which was originally declared lifeless by Federation scientists, harbors life of a kind never before encountered – and which is threatened by the terraforming project. The first indication comes when the project's hydraulics specialist, **Arthur Malencon**, is killed while using a laser to drill into the sandy surface of the planet. The project leader, **Kurt Mandl**, eventually admits that he didn't want to face the fact that the planet was already inhabited.



The microbrains provide a show of strength against the *ENTERPRISE*. They are acting in self-defense against the "ugly bags of mostly water" who have endangered their existence.

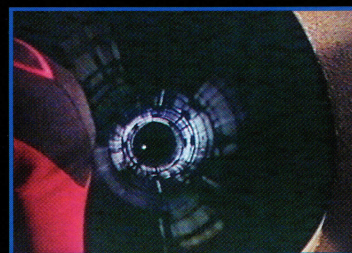


Lt. Commander Data investigates the death of Malencon. It is thought to be caused by faulty equipment, but Data suspects the reality is murder.



Velara III's natives are called 'microbrains' by Data; they look like beautiful shining crystals, and perceive humanoid physiognomy of the *ENTERPRISE* crew as ugly.

The Federation team notices that Velara III has a naturally occurring and beautiful phenomenon, a shimmering sparkle effect which is first noticed within the terraforming tunnels.





U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

ABRAMS

Abrams serves as a security officer during **Captain James T. Kirk's** first five-year mission on the **U.S.S. Enterprise NCC-1701**. Abrams is part of the landing party to the planet **Deneva**, during which **First Officer Spock** is infected by one of the **Denevan neural parasites** that have infested the planet. The parasites' hosts are kept under control through pain; **Dr. McCoy** eventually discovers a way to remove the creatures with bright light.

NAME: ABRAMS

RANK: SECURITY OFFICER

FIRST SEEN: 2267

STARSHIP LOG: 'OPERATION: ANNIHILATE!'

ALDEN

Alden serves as a substitute for helm officer **Gary Mitchell** during the early days of **Captain Kirk's** first five-year mission. Mitchell takes over from Alden moments before the **U.S.S. Enterprise NCC-1701** is struck by an energy barrier. Mitchell's high ESP rating is enhanced by the collision, and he consequently develops godlike mental powers.

Alden serves at the start of Captain James T. Kirk's original five-year mission commanding the ENTERPRISE.



NAME: ALDEN

RANK: LIEUTENANT

FIRST SEEN: 2265

STARSHIP LOG:

'WHERE NO MAN HAS GONE BEFORE'

ATKINS



NAME: DORIS ATKINS

RANK: YEOMAN

FIRST SEEN: 2267

STARSHIP LOG: 'THE DEADLY YEARS'

Yeoman Atkins is an enlisted officer who maintains her calm professionalism, even when her captain is in the wrong.

Atkins serves as a yeoman on the **U.S.S. Enterprise NCC-1701** under **Captain Kirk's** command. During a routine visit to the planet **Gamma Hydra IV**, the landing party contract a deadly radiation sickness, causing them to age rapidly. Atkins is not part of the landing party, and she maintains her professional and calm demeanor when Kirk loses his

temper with her on the bridge; the captain forgets that he has already signed a fuel consumption report. The young yeoman's loyalty is again tested when she is called to testify against Kirk's competency after his rapid aging causes him to make other mistakes. Atkins reluctantly reports the incident on the bridge only after persistent questioning from **Mr. Spock**.

BAILEY

NAME: DAVID BAILEY

RANK: LIEUTENANT

FIRST SEEN: 2266

STARSHIP LOG: 'THE CORBOMITE MANEUVER'

Bailey soon learns what it means to be a Starfleet officer on Captain Kirk's ship.

David Bailey is a young, newly-promoted lieutenant on the **U.S.S. Enterprise NCC-1701** at



the start of **Captain Kirk's** five-year mission. **Dr. McCoy's** opinion is that Bailey was promoted prematurely, and is not yet ready for the responsibility of bridge duty. Bailey loses control when the **Enterprise** is held powerless by a vessel of the **First Federation**.

Bailey is relieved, but later returns to the bridge to ask permission to serve at his station

during what he thinks will be the starship's final moments. **Mr. Spock** dryly observes that perhaps the excitable officer should have his adrenal gland removed. Bailey later volunteers to be part of a cultural exchange program aboard the **Fesarius**, the first Federation flagship. Kirk believes the experience will benefit him as a **Starfleet** officer.

BARNHART



NAME: BARNHART

RANK: CREWMAN

STARSHIP LOG: 2266

STARSHIP LOG: 'THE MAN TRAP'

Yeoman Rand and Lt. Sulu are shocked to find their fellow crew member, Barnhart, dead on Deck 9.

Barnhart's body is found by **Lt. Sulu** and **Yeoman Rand** after the **M-113** creature beams aboard the **U.S.S. Enterprise NCC-1701** in the form of **Crewman Green**. Barnhart had been working on Deck 9 when he was attacked by the salt-sucking vampire. The creature is the last of its kind, and can apparently take the form of whomever it pleases. It kills three

other **Enterprise** crew members before its existence and nature are discovered; **Darnell**, **Green**, and **Sturgeon** are also killed on the surface of planet **M-113**.

Barnhart's death alerts **Captain Kirk** to the fact that the killer has somehow infiltrated his starship. It is finally killed in the form of **Nancy Crater**, late wife of the archeologist **Robert Crater**.





CREW UNDER CAPTAIN KIRK: 2260'S

BARROWS



NAME: TONIA BARROWS
RANK: YEOMA
FIRST SEEN: 2267
STARSHIP LOG: 'SHORE LEAVE'

▶ **Yeoman Tonia Barrows soon discovers that having her dreams come true is not all that she could wish for.**

Tonia Barrows is assigned to a **U.S.S. Enterprise NCC-1701** landing party to assess an unknown planet's suitability for shore leave. The planet is controlled by an alien being known as the **Caretaker**, who makes the landing party's wishes come true – with fatal consequences.

Tonia is a fan of medieval fantasy, and she conjures up a Don

Juan. **Dr. McCoy**, who is attracted to the yeoman, comes to her rescue when she also imagines a black knight, but the doctor is impaled by the knight's lance. Tonia is relieved to eventually discover that McCoy has been restored by the Caretaker, and that the figments of her imagination were not responsible for killing him.

BERKLEY

Transporter officer Berkley is on duty while cargo is beamed up from a **Federation** penal colony. Berkley is puzzled that he has difficulty with the transportation, until **Captain Kirk** enters the room and reminds him that penal colonies have a standard forcefield – which the officer forgot to request the colony to lower. Kirk reminds Berkley to brush up on transportation procedures from penal colonies. Soon after, **Dr. Van Gelder** is beamed on board.



NAME: BERKLEY
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'DAGGER OF THE MIND'

▶ **Transporter officer Berkley's lack of preparation is caught out by Captain Kirk; he is unfamiliar with the correct transport procedures to and from Federation penal colonies.**

BOMA

Lt. Boma serves in the science department of the **U.S.S. Enterprise NCC-1701**, specializing in astrophysics. Boma is part of the **Galileo** shuttlecraft crew when it crashlands on **Taurus II** in 2267, and proves to be extremely antagonistic towards **Mr. Spock's** command, opposing the **Vulcan's** reasoning throughout their time on the planet. He insists on a burial for their fallen comrade, despite Spock's warning that this will expose them to further danger. Nevertheless, when Spock is injured by the Taurus II natives prior to the **Galileo's** take-off, Lt. Boma, along with **Dr. McCoy**, risks his life to turn back and help his commanding officer reach the safety of the downed shuttlecraft.

NAME: BOMA
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'GALILEO SEVEN'

▶ **Boma does not like Mr. Spock's style of command, but he does not let his personal feelings get in the way of his duty, and remains loyal to the Vulcan officer when Spock's life is threatened following a shuttle crash on Taurus II.**



CARLISLE

Lt. Carlisle is on duty when an early robotic space probe which calls itself **Nomad** is brought aboard the **U.S.S. Enterprise NCC-1701**. Created by the Earth scientist **Jackson Roykirk**, Nomad was originally launched from Earth in 2002. After colliding with an alien space probe, Nomad's original programming was corrupted, and the Earth probe followed a new mission to seek out and eliminate any imperfect biological life forms, including humans.

▶ **Captain Kirk gives Carlisle orders to organize a security team when a robot probe is brought on board.**

NAME: CARLISLE
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'THE CHANGELING'



CHAPEL



▶ **Christine Chapel initially gives up her vocation as a bio-researcher to find her missing fiancé, Roger Korby. She signs up as one of the medical personnel on board the U.S.S. Enterprise NCC-1701.**

Christine Chapel signs up with **Starfleet** and is posted to the **U.S.S. Enterprise NCC-1701** early on in **Captain Kirk's** first five-year mission. Chapel had been engaged to the brilliant **Dr. Roger Korby**, her teacher and mentor. When Korby went missing and was presumed dead, Chapel did not give up hope. She abandoned her promising career as a bio-researcher to serve in Starfleet, and perhaps find her fiancé out among the stars.

As a nurse on the **Enterprise**, Chapel proves to be an asset to

Chief Medical Officer Leonard McCoy's sickbay, maintaining a professional attitude in the most difficult of situations. She deals calmly with **Dr. Sevrin** and his riotous followers, for example, when they are examined in sickbay.

Chapel believes she has found Korby on **Stardate 2712**, and is devastated to discover that he has actually died; his consciousness has been transferred to an android body. After this mission, Captain Kirk is pleased to hear he is not going to lose a valuable

member of his crew, as Nurse Chapel decides to stay on board the **Enterprise**. Her love for Korby has already started to find a new focus on the unobtainable **Vulcan** first officer, **Mr. Spock**, but, much to her disappointment, he never returns her interest.

NAME: CHRISTINE CHAPEL
RANK: NURSE
FIRST SEEN: 2266
STARSHIP LOG: 'THE NAKED TIME'



UNITED FEDERATION OF PLANETS STARFLEET DIVISION

SYSTEM: SOL/EARTH – SAN FRANCISCO, NORTH AMERICA

cc: UTOPIA PLANITIA FLEET YARDS, MARS

FACILITY:

ARGUS ARRAY

BRIEFING:

VARIOUS

The **United Federation of Planets** relies on effective and reliable communications, and the continual monitoring of space. The main form of communication between **Starfleet Command** and its various ships and **starbases** is via an elaborate subspace communication network. This comprises an incredibly fast and powerful system of transmitters, receivers and relays, all of which continually feed information around the **Alpha Quadrant**. One specialized variation of these stations is the **Argus Array**.

This completely automatic, self-sustaining structure is only three light years away from the **Cardassian** border, on the very edge of Federation territory. The closest Federation outpost is **Starbase 129**. Classified as a long-range **subspace telescope**, it does not carry a permanent crew complement, although a life support system is installed to allow both routine and emergency maintenance. Any malfunction in the array will result in the nearest Starfleet vessel being dispatched to effect repairs as quickly as possible – although, in some cases, this can take up to two months.

Modular design

As its name suggests, the array does not consist of a single element, but is made up of a number of six-sided modules that interlink to form larger hexagonal units. Four of these units connect to form a long row, and this row connects to a further set of four units, resulting in two interconnected strips which give the array a long, flat appearance.

The underside consists of a series of circular conduits which are connected by rectangular

support bases. The centers of the hexagonal units are supported at this point, and the tubing forms a large lattice framework which gives structural integrity to the whole telescope.

There are no visible thrusters or propulsion systems on the array's exterior, although there must be some method of repositioning in order for the telescope to be physically directed toward different parts of the Galaxy. The raised outer hexagons that surround the smoother sections, inside the individual units, may serve to protect the sensitive double sets of pylons. These point up vertically from the centers of the antennas to form a rigid outer wall.

High-quality imaging

As the array has been damaged in a number of attacks, it would appear not to have any kind of effective shielding technology or weapons systems. However, it does have an imaging log which records the approach of any vessel, and stores a visual representation of exactly where the array's antennas have been focused. This data can be retrieved either via a Starfleet vessel, or by being directly downloaded from the array's onboard computer. This is buried deep inside the computer system, protecting the data for future retrieval. The reprogramming of a new control system is theoretically possible because of this, but would take up to seven weeks to execute.

The array is capable of sustaining a landing party or repair crew for short periods, but it does not have any external docking ports or pylons. It displays sets of white flashing navigational beacons, but this is most likely an aid

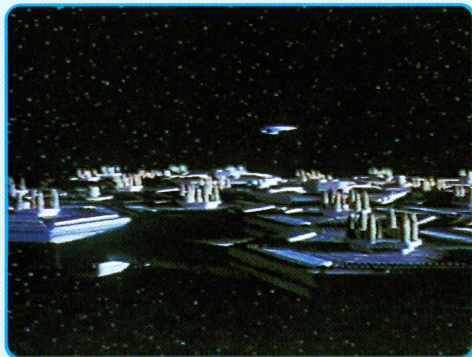


▲ **When the ARRAY registers damage, Starfleet is quick to dispatch a ship for examination and repairs. In several alternate quantum realities, the ARRAY has been destroyed; on one occasion by the Cardassians, on another by the Bajorans.**

to approaching vessels that wish to correct their orientation relative to the station.

Each of the telescope's subspace antenna clusters is powered by its own, individual fusion reactor, but all 18 reactors are controlled by a single computer. If the computer is damaged badly enough, it can lead to a cascade reactor failure along the length of the array, which would destroy the station and any nearby ship.

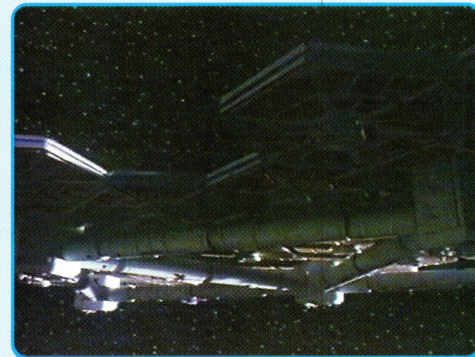
The station has a damage control system, and this allows an operative to remotely isolate and shut down the reactors individually via a standard isolation procedure. This can take up to three weeks to implement because of the complexity and size of the structure, but, despite the inherent difficulties, Starfleet efficiency ensures that the array is soon repaired.



▲ **On Stardate 44705, the ARGUS ARRAY is accidentally damaged by a CYTHERIAN PROBE, causing a reactor overload that could have resulted in its destruction.**



▲ **When the PROBE also affects Lt. Reg Barclay on the U.S.S. ENTERPRISE NCC-1701-D, his increased intelligence means he is able to carry out an unusual procedure.**

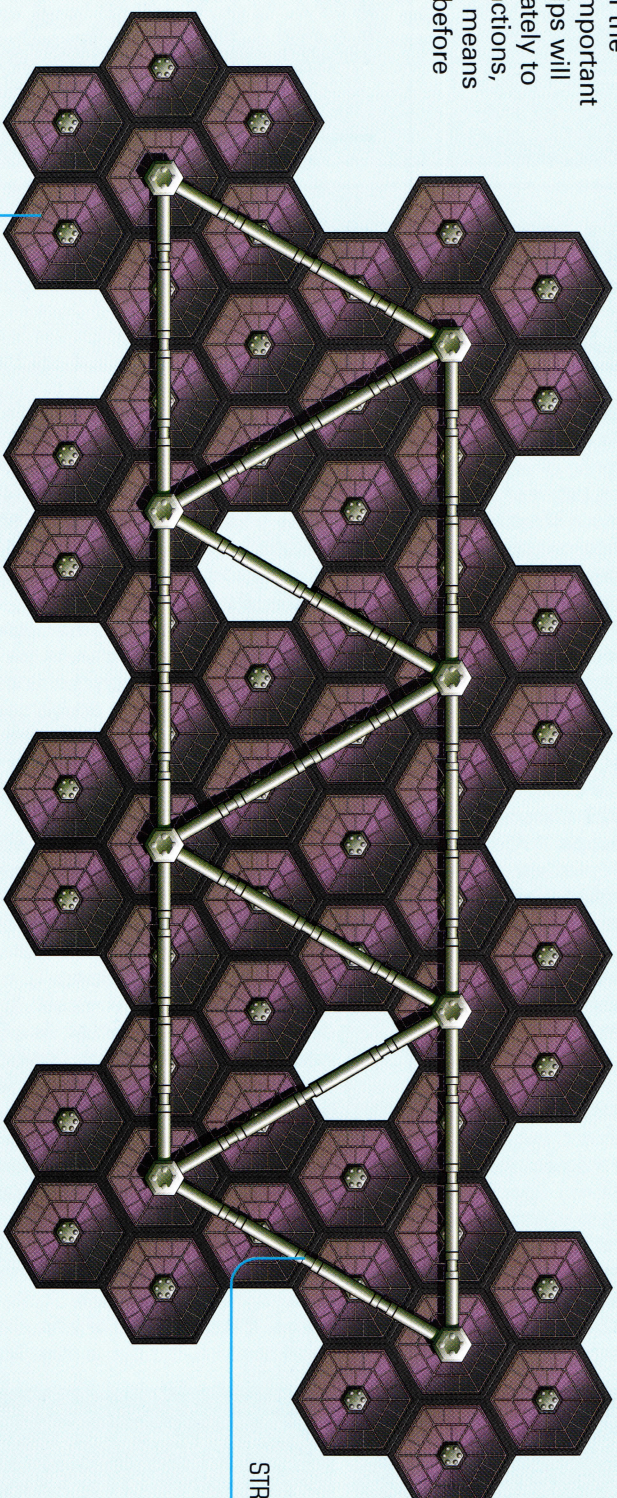


▲ **When the ENTERPRISE computer interface proves too slow, Lt. Barclay creates a neural interface which allows him to 'talk' directly to the ARRAY's systems.**



ARGUS ARRAY

The smooth running of the **Argus Array** is very important to the **Federation**. Ships will be dispatched immediately to investigate any malfunctions, but its remote location means that it may be a while before help arrives.

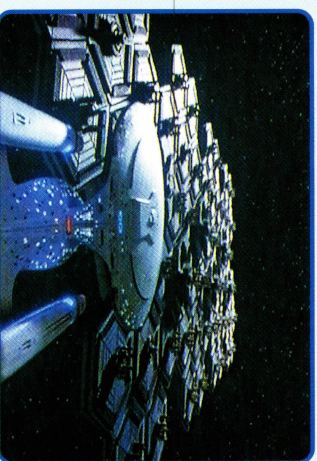


VENTRAL VIEW

STRUCTURAL SKELETON

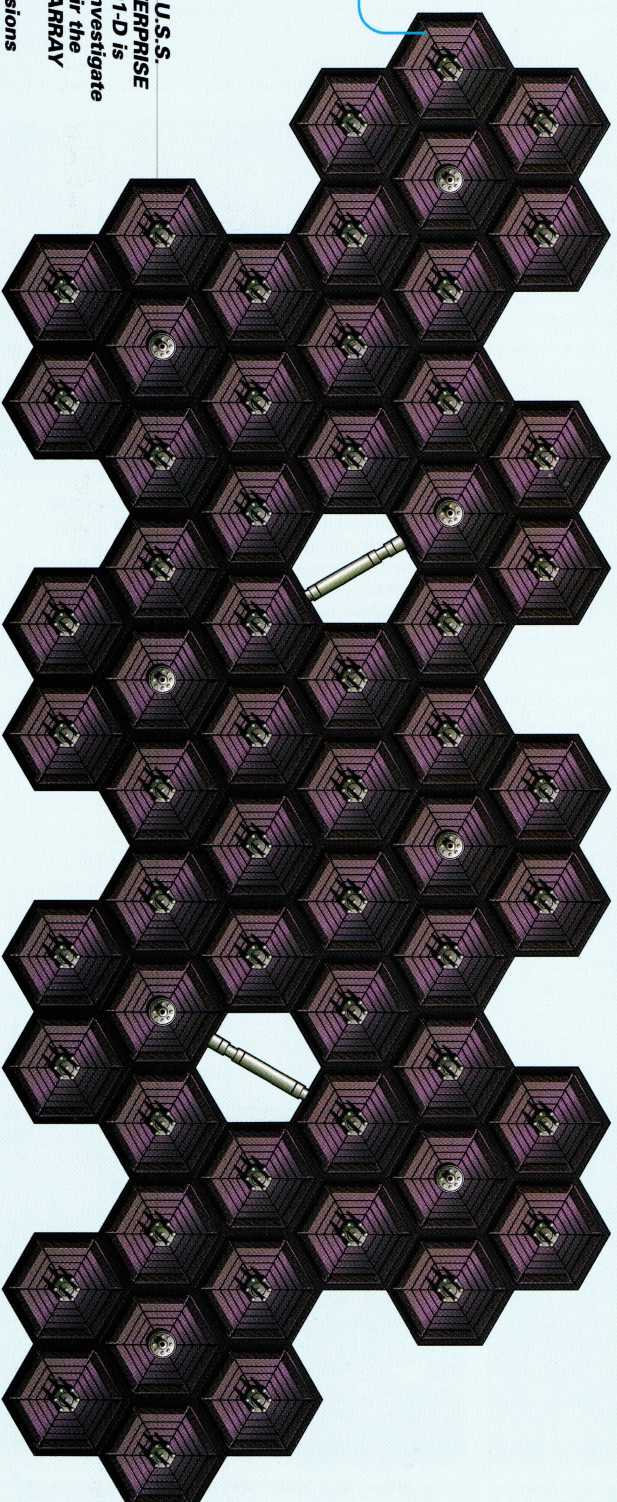
SUBSPACE IMAGING ELEMENTS

SUBSPACE IMAGING ELEMENTS



The U.S.S. **ENTERPRISE** NCC-1701-D is sent to investigate and repair the **ARGUS ARRAY** when its transmissions suddenly cease.

DORSAL VIEW



Janeway & Chakotay: Friendship

In the isolation of the **Delta Quadrant**, the interaction between **Kathryn Janeway** and **Commander Chakotay** aboard the **U.S.S. Voyager NCC-74656** goes beyond the customary working relationship between a captain and her executive officer. They are friends and confidantes, and trust each other implicitly.

When **Captain Janeway** of the **U.S.S. Voyager NCC-74656**, and her first officer, **Commander Chakotay**, are forced to remain behind on a planet because of an insect bite that has infected them with a deadly virus, their reactions to the situation exemplify their differing approaches to life. Both agree that, since no apparent cure exists for their condition, *Voyager* should continue on its mission to return to the **Alpha Quadrant** while they stay behind. Once reality sets in, each of them handles their isolation differently, leading to a deepening of their friendship.

Scientist and builder

Janeway, in her customary fashion, works tirelessly to find a cure. Ever the scientist, she spends the daylight hours setting insect traps, desperate for a cure that will allow them to rejoin *Voyager*. Chakotay, on the other hand, accepts the fact that this will most

likely be their home for the rest of their lives, and sets about making their environment more comfortable.

He builds a bathtub for Janeway to relax in, and starts making a headboard so she can sit up in bed to read. He describes his attitude not as being defeatist, but rather accepting of their situation. As time passes, Janeway finds merit and a certain peace in his view.

Intimate castaways

Being stranded, and the only humans on the planet, leads to some intimate moments between the two officers. The captain tells Chakotay to call her Kathryn, since **Starfleet** may be out of their lives forever. He is initially uncomfortable with this familiarity, but soon warms to it. It takes time, but he eventually reveals that his feelings for her run much deeper than a working relationship, beyond mere friendship.

As Chakotay massages the tired muscles in Kathryn's shoulders one night, both sense that a new intimacy is developing

PROFILE OF TWO FRIENDS

COMMON INTERESTS: Kathryn Janeway and Chakotay are two committed, experienced officers. They share a common interest in returning the **U.S.S. Voyager NCC-74656** safely home.

ROMANCE: Janeway and Chakotay have apparently decided to put aside any romantic feelings they might have for one another, for the good of the ship and its crew. Perhaps under different circumstances, a relationship between them might have been a more viable prospect.



▲ **A Federation captain and a member of the Maquis resistance would normally find themselves on opposing sides. Yet, when Janeway and Chakotay are stranded thousands of light years from home, they develop a supportive mutual friendship that thrives under pressure.**

between them. When they are finally convinced that this obscure planet is to be their permanent home, the Native American officer opens his heart to Janeway. He speaks of an ancient legend about an angry warrior who lives in conflict with the rest of his tribe and cannot find peace.

When he is captured by a female warrior, who asks him to join her tribe and help them, he discovers that fighting beside her, making her burden lighter, brings him a long sought-after peace. The legend aptly expresses Chakotay's feelings for Janeway.

When the pair are cured

and resume command of *Voyager*, it is business as usual between the captain and her first officer – but the intimacy between them does resurface from time to time.

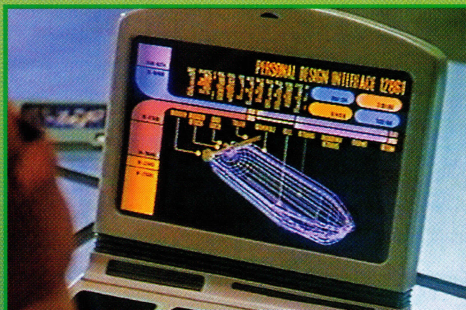
On one occasion, when the omnipotent alien being **Q** kidnaps Janeway and wants her to bear him a

IMPROVISE



★ Warrior woman

Chakotay uses an ancient Native American parable to demonstrate that the burden of command can be lightened by teamwork.



★ Small comforts

During their enforced isolation, Chakotay designs a bathtub and a headboard, both of which he hopes will help Janeway to relax.



★ Healing hands

While they both suffer from viral poisoning, Janeway allows Chakotay to intimately massage her aching neck and shoulders.



Janeway & Chakotay: Friendship



★ Jealousy

Both Janeway and Chakotay have exhibited signs of jealousy when a third party looks like threatening their friendship.



★ Kidnapped

When Janeway is abducted by Q, Chakotay does everything in his power to ensure her safe return.

"A few years ago I didn't even know your name. Today, I can't imagine a day without you."

— Janeway to Chakotay

child, Chakotay is clearly jealous. He masks his concern as that of a first officer for his captain, but the way he prowls around Q, tossing out ominous frowns, speaks more of a jealous suitor than a Starfleet officer. Likewise, Janeway's feelings for Chakotay do not remain entirely professional. Chakotay later forms a close relationship with an ex-Borg, **Riley Frazier**; when Janeway mentions that he seems to know Riley rather well, the captain sounds rather piqued.

Janeway's single-minded attitude sometimes places a strain on her friendship with her first officer. On one occasion, Chakotay replicates a pocket watch for her birthday, but Janeway initially rejects the gift as a waste of resources in their war with the **Krenim Imperium**. After Chakotay is captured by the enemy, however, she comes to greatly value this watch, showing the depth of her feelings.

Friends in adversity

As always, getting her crew home is of utmost importance to Janeway. When *Voyager* encounters the Borg, however, she momentarily wonders if perhaps they should give up the journey and settle down in a friendly part of the **Delta Quadrant**. She fears facing

★ Protection

Like all good first officers, Chakotay never stops to consider his own safety before shielding his captain from danger. Janeway appreciates the courage of her executive officer.

★ Rescue

When Janeway is badly injured in a shuttlecraft crash, Chakotay makes desperate efforts to revive the captain, seemingly without success.



this momentous decision alone, but Chakotay assures her that if, and when, the moment comes, she won't be alone. He will help her make the decision, and share the burden of choice with her. Janeway makes it clear that she relies on his support.

Facing the Borg, however, tests the bounds of their professional and personal relationship. When



Janeway chooses to make a risky alliance with the merciless automatons to evade an even deadlier foe – **Species 8472** – Chakotay feels that he cannot support her. He assures her he will follow her orders in public because she is the captain, but he makes it clear that he thinks the alliance is a fatal mistake. In his opinion, the Borg will not be able to deny their nature, and will ultimately attempt to assimilate the *Voyager* crew.

Chakotay believes Janeway does not know when to back away from her goal of getting the crew home, and the captain is clearly hurt by her first officer's lack of faith in her on this occasion.

Common ground

At the point where this conflict is at its most divisive, the officers find common ground. Janeway accepts that the Borg will probably betray them, and helps Chakotay lay a trap to prevent this. Instead of fighting over whose approach is best, Janeway and Chakotay combine their efforts and points of view. She pursues her alliance until it no longer serves its purpose, and then he prevents the pending assimilation.

This is a valuable lesson for the captain and her first officer – working together, they are a match even for the **Borg collective**. Their ability to command in unison, as well as maintaining a close friendship, allows Janeway and Chakotay to successfully lead *Voyager* on its journey home.

A DIFFERENCE OF OPINION

Rare disobedience

Chakotay may refrain from disagreeing with Kathryn Janeway in the presence of other crew members, but he is not afraid to argue with her in private. In 2374, the captain decides to strike a deal with the Borg to defeat their common enemy, **Species 8472**. Chakotay insists that the Borg are not capable of overcoming their impulse to assimilate, and will surely break any agreement struck. He feels so strongly about this that he regrettably disobeys the captain's orders.



▲ Home truths

Chakotay believes that the desire to get home has blinded Janeway to the Borg threat.



▶ Harsh words

Janeway is surprised and angry when she discovers Chakotay has disobeyed her direct orders.



▲ Hospital visit

Whatever their differences, Chakotay still makes time to see the captain in sickbay.



▲ Friends again

Chakotay visits Janeway in her *da Vinci* program, to see if their relationship has survived its test.

Professor Richard Galen

Archeologist **Richard Galen** has one of the most brilliant minds in his field. The only student he thought might surpass him chose **Starfleet** over historical research, much to Galen's dismay.

For **Professor Richard Galen**, archeology is the ultimate pursuit of the truth. He is considered by some to be the finest archeologist of the century. Among the cultures he has studied are the **Yash-EI**, the **Satarrans of Sothis III**, who treat mysteries with disdain, and the ancient **Kurlan** culture.

A distinguished-looking man of about 60, possessed of a short temper, Galen becomes interested in micropaleontology, the study of fossil records at a microscopic level. He writes a number of papers on the subject, but then suddenly stops. His

published writings in the 10 years leading up to 2369 are sporadic, and his appearances at symposia are rare; some are canceled at the last minute.

Unraveling mysteries

The reason for Galen's mysterious behavior is a profound discovery. Virtually hidden from view, the archeologist is working on a puzzle that spans the Galaxy – a breakthrough he equates to Schliemann's discovery of the lost City of Troy. While collecting the deoxyribonucleic acid strands from different life forms scattered across different worlds, the professor notices a link

PROFILE ON GALEN

NAME: Richard Galen

LIFE FORM: Human male

CURRENT STATUS: Deceased

REMARKS: Professor Galen is well respected within the archeological community. He has devoted his life to unraveling the mysteries and puzzles left by the past for the benefit of future generations. The professor's most profound discovery, however, proves to be his last.

FIRST SEEN: 2369

STARSHIP LOG: 'The Chase' [TNG]



During the final years of his life, Professor Galen becomes an enigmatic figure, rarely seen or heard of by his fellow archeologists.

DEVOTED TO HISTORY



★ The archeologist

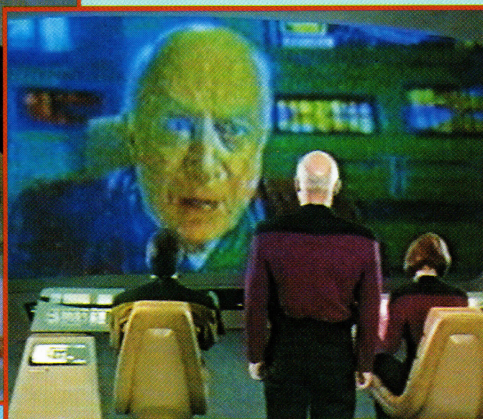
Galen is considered to be one of the 24th century's leading historians and archeologists. His previous discoveries have earned him a great deal of respect.

between them at the molecular level. Realizing the profound, and possibly dangerous, implications of this discovery, he keeps his findings secret, gathering new strands as he travels the Galaxy. The strands contain a message that predates life on Earth, perhaps by as much as four billion years.

The final leg of Galen's journey requires three months to a year, with the professor relying on his shuttle, various transports, and his talents. Galen also decides to get some help. He concedes that he is no longer a young man, and, anticipating a hazardous journey, he tracks down his most promising student –

Jean-Luc Picard. The professor hasn't seen Captain Picard in 30 years, but the two have kept in touch through letters. His former student chose **Starfleet** over archeology, but the professor nevertheless considers Picard to be like a son, who understands him.

Galen has children of



★ Dangerous discovery

When the professor makes a discovery so profound that it could lead him into danger, he seeks help from his former protégé.



★ Mysterious

The austere and white-haired professor's discreet behavior over the past few years has shrouded him in an air of mystery.

OTHER CARDS IN THIS FILE...

- 3 DR. CAROL MARCUS
- 5 GILLIAN TAYLOR

SEE OTHER FILES...

STARFLEET PERSONNEL...File 43
STAR TREK:
THE NEXT GENERATION...File 69

Professor Richard Galen

his own, but none have followed in his footsteps. When Picard, his star pupil, left the discipline of archeology years ago, it was a difficult thing for Galen to accept. He genuinely believed that the young Picard's achievements might some day have surpassed his own.

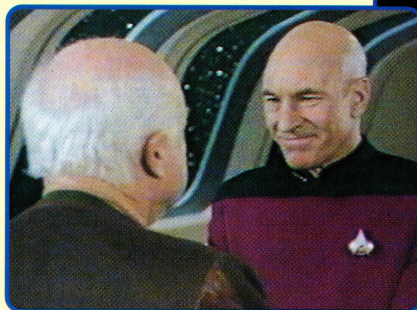
Passing the torch

After visiting the unexplored star system **Ruah IV**, Galen takes his shuttle to the **Volterra nebula**, where the **U.S.S. Enterprise NCC-1701-D** is conducting a routine analysis of protostars. The professor then contacts **First Officer William Riker**, and asks permission to board the ship and surprise his old pupil. He brings with him a rare and extremely valuable **Kurlan naiskos** from the planet's Third Dynasty.

Galen gives the incredible artifact to Picard, in the hope that the tiny individuals of the naiskos, which represent the community living inside every person, will remind his former student of the most persistent voice inside Picard: his love for the past.

Galen fully expects Picard to abandon Starfleet, and when the captain refuses to do so, the professor loses his temper. He

feels he once offered Picard the chance to become one of the finest archeologists of his generation; instead, Jean-Luc turned his back on a life of exciting discoveries. In a rush of anger, Galen departs the *Enterprise* two days early, to go to **Indri VIII** to collect another DNA strand.



★ Greetings

Picard warmly welcomes his old mentor aboard the U.S.S. ENTERPRISE.

★ Revelations

Professor Galen tells Picard of a discovery with profound implications for the Galaxy.

"When I announce my findings, it will be heard halfway across the Galaxy." — Professor Richard Galen

★ Old friends

Picard is initially delighted to see his old friend, but their relationship is tested when Galen expects his pupil to turn his back on a career as captain of a Federation starship.



STAR PUPIL

Galen's gift to Picard

Professor Galen makes a discovery so profound in its implications that silence seems to be the wisest course. He acknowledges, however, that he needs young blood to continue his work, so he decides to enlist the help of his former student, Jean-Luc Picard. Galen has kept track of the captain, even reading the informative paper on the Kea IV excavation that Picard presented at an archeological symposium in 2368.

When Galen comes on board the **U.S.S. Enterprise** he gives Captain Picard a **Kurlan naiskos** of the Third Dynasty. Made in the workshop of the Master of Tarquin Hill, the artifact is more than 12000 years old. It does not change Picard's choice of Starfleet over archeology, nearly causing a permanent rift between the two men. Fortunately, Galen has the chance to make peace with his student before he dies.

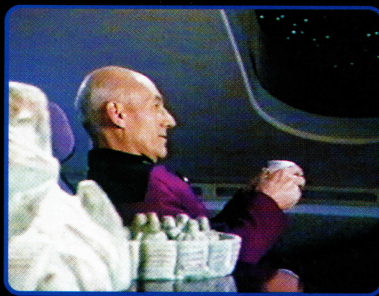
★ Mysterious numbers

The U.S.S. ENTERPRISE crew recover 19 blocks of numbers from Galen's shuttle, and proceed to analyse them.



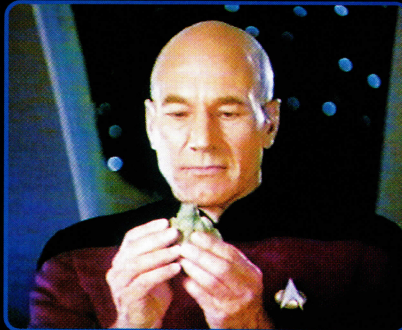
★ Pupil

Jean-Luc Picard was Galen's most promising pupil, and one he regarded almost as a son. Picard is the professor's choice to join him in his unique quest.



★ Relic

Picard is fascinated by the Kurlan naiskos which Professor Galen brings with him – but it does not work as an inducement to join his crusade.



★ Answers

An ancient humanoid materializes and reveals the secret of Galen's life's work: all races in the Galaxy share a common ancestry.



Legacy

The blocks of numbers are mathematical representations of the DNA fragments of 19 life forms. The fragments are chemically compatible and form an algorithm, a coding at the molecular level. Galen knows the DNA fragments he has spent years collecting contain a message, but he is at a loss when it comes to translating that message.

Unknown to Galen, the **Klingons**, **Cardassians**, and **Romulans** have become aware of his pursuit, and try to uncover the answer themselves, each believing the DNA strands contain the secret of an ancient weapon or incredible source of power.

Galen's death provides the impetus to Picard that an artifact or argument never could. Spurred on by the professor's senseless death, Picard solves the mystery of the DNA fragments, and reveals a message of peace from a race that claims to have seeded the Galaxy with its DNA, connecting many species. It is a revelation that Professor Galen would very definitely have appreciated, and serves as a fitting tribute to his memory.

Captain John Christopher

A professional and dedicated pilot of the 20th-century United States Air Force, Captain John Christopher's dream of space travel is fulfilled in the most unexpected way.

When United States Air Force captain **John Christopher** receives orders to scramble his interceptor and investigate a very large, unidentifiable radar trace over US air space, his years of military training and admirable personal qualities are only just enough to prepare him for what he will experience.

On approaching the unknown ship, he gives a clear and concise description of its strange twin-engined configuration and flight altitude, not realizing the UFO he has encountered is from the future – a future in which his unborn son will play a very significant part.

An active flight officer in the late 1960's, Christopher is a highly-trained and intelligent man who follows procedure to the letter; as soon as he gets within visual range of the UFO, he turns on his wing cameras and makes a

visual recording to confirm his audio description. His aircraft has nuclear war-head capability, and he remains calm, showing a professionalism that is a credit to his training.

Standing over six feet, he is in excellent physical shape, and his clear blue eyes quickly take in the details of new and unfamiliar situations.

Change of venue

When his aircraft is accidentally destroyed by the tractor beam of the **U.S.S. Enterprise NCC-1701**, under the command of **Captain James T. Kirk**, Christopher is beamed aboard the starship in order to save his life.

He swiftly regains his wits, and his military training snaps in. He gives all that is required in a potentially hostile situation: name, rank, and serial number. However,

PILOT'S PROFILE

NAME: John Christopher

STATUS: Active flight captain for the United States Air Force.

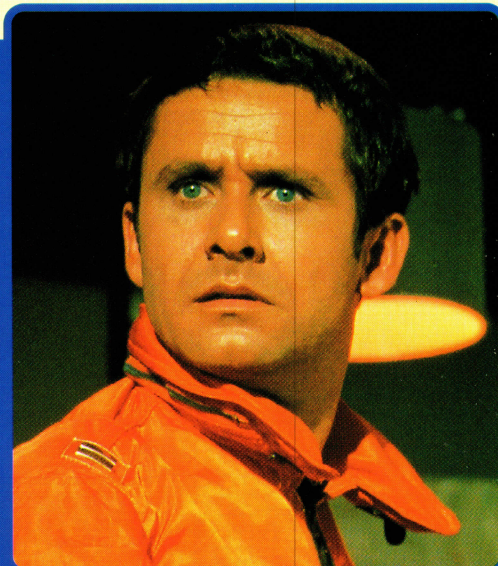
SERIAL NUMBER: 4857932

CALL SIGN: 'Bluejay Four'

FAMILY: A wife and two daughters, and one son, yet to be born, who will become Colonel Shaun Geoffrey Christopher.

STARDATE: 3113

STARSHIP LOG: 'Tomorrow is Yesterday' [TOS]



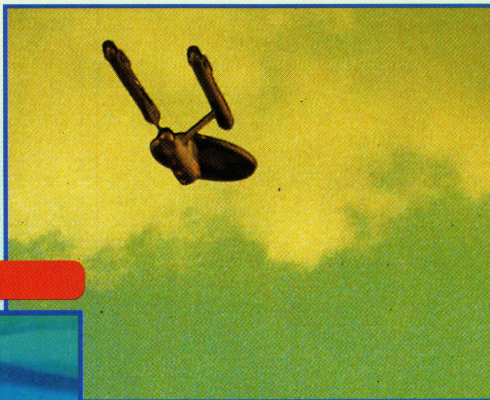
▲ Captain Christopher's application to join his era's space program is unsuccessful, but he gets to ride on a far more impressive starship.

AMAZING FLIGHT



★ Abducted

Christopher attempts to give a full report to his air force base, despite his shock at seeing a UFO. He is beamed from his plane to the **U.S.S. ENTERPRISE**.



★ Unidentified flying object

The **U.S.S. ENTERPRISE** is thrown back in time to the suspicious cold war era of 20th-century Earth.

when Christopher realizes that the new and very different environment of the *Enterprise* is no threat, he demands answers, then enthusiastically questions the crew about the way the ship works, and how the various technical systems operate.

During his brief stay on board the **Federation**

vessel, many of Christopher's beliefs and experiences are challenged. He finds it remarkable there are serving female crew members, and derives great amusement from the malfunctioning female voice of Captain Kirk's computer terminal. The fact that a ship the size of the *Enterprise* could be



★ Little green men

Christopher remains calm during an experience far beyond his basic training – even when he meets a genuine alien, Mr. Spock.

constructed not by the navy, but by a non-aggressive organization such as **Starfleet**, is also a new concept for the pilot. Perhaps the biggest challenge to his outlook comes when Christopher meets **First Officer Spock**; the half-**Vulcan** science officer's ears clearly indicate his alien heritage.

OTHER CARDS IN THIS FILE...

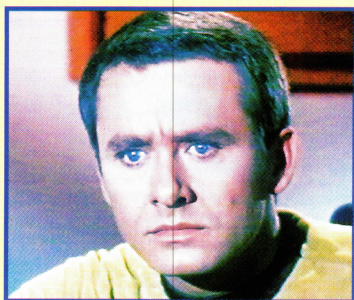
- 12 ZEFRAH COCHRANE
- 14 EDITH KEELER
- 17 AMELIA EARTHART

SEE OTHER FILES...

- A GUIDE TO FEDERATION STARFLEETFile 19
- STAR TREK: The Original Series.....File 68



Captain John Christopher



★ Disappointment

Christopher must deal with the additional shock that his life has no real impact on the future.



"The experts can figure out who you are and what you are... it's my duty to report what I've seen." — a defiant John Christopher to Captain Kirk

There are many things the pilot does not understand about the mechanics of the future, and the reason why the *Enterprise* has turned up in the 20th century. He cannot, however, deny that both he and the futuristic ship are there, which demonstrates a pragmatic, common sense approach to a disorientating situation.

When told that he cannot return to his own time because of what he may say, Christopher sharply points out that his disappearance may also have an effect on history. As a loyal Air Force officer, it is also his duty to report what he has seen, whatever the consequences.

★ Loyal to the air force

When given the opportunity, Christopher attempts to report the ENTERPRISE's presence.

This argument is at first refuted by Spock, who checks the records to see whether Christopher makes any relevant contribution to the future. Directly, he doesn't; but on cross-referencing other factors, Spock learns that the captain's unborn son will become **Colonel Shaun Geoffrey Christopher**, and will head the first Earth-Saturn probe, historically an extremely important mission.

Husband, father, and captain

John Christopher is a committed family man, with a wife and two daughters who he puts above everything else. Believing at first that he may never see them again, he attempts to escape from the *Enterprise*, proving his unarmed combat skills when overpowering a security guard. The news that he



★ Christopher's fighter

Captain Christopher flies the very best that the US Air Force has to offer, and is an excellent pilot.

will have a son in the future, and therefore must return to his own time, fills him with evident pleasure.

Realizing that Kirk has no choice but to let him go, Christopher offers to help the captain retrieve the visual and sound records of his flight, which are based in the records section and photographic laboratory of Omaha Air Base. On being refused permission to go with the landing party – in case something should happen to him while there, and history is changed – Christopher draws a map of the base to convince the *Enterprise* crew he can be trusted.

Cunning officer

When Kirk is captured by air base security, Christopher offers to help, claiming that he knows the exact location of the interrogation rooms. This turns out to be a ruse; the pilot will stop at nothing to report his findings, and return to his family. He is prevented from doing so by Mr. Spock, who employs a **Vulcan nerve pinch** to get the pilot back on board the *Enterprise*.

With the 24th-century vessel using the sun's gravitational force to move first backward, and then forward in time, Christopher takes a long, last look around the future. Having been initially chosen for the astronaut program, but not managing to qualify, he thought he would never make it into space. Instead, Christopher becomes one of the first human beings to view Earth from outside of its atmosphere. Transported into his cockpit just prior to the moment he spotted the *Enterprise*, John Christopher remembers nothing of the incident. As far as the 20th-century captain is concerned, there is nothing to report.

CAPTAINS ON THE BRIDGE

Different centuries, similar ideals

Their careers as captains are separated by centuries and vastly different levels of technology, but captains Christopher and Kirk find that they share a common ground. Both put their duty first; Kirk's is to his crew, and ensuring their safe return to the 23rd century, and Christopher's is to report the existence of the *U.S.S. Enterprise* to the United States Air Force. Like Kirk, Christopher readily adapts to new situations – in this case, beaming aboard the *Enterprise* – and immediately asks questions about who built the ship and why, and how certain systems work. Kirk cannot help but admire and like his 20th-century counterpart.

★ Awe

Kirk is amused by the pilot's awe at the 23rd-century starship, and his first encounter with an alien, Mr. Spock.



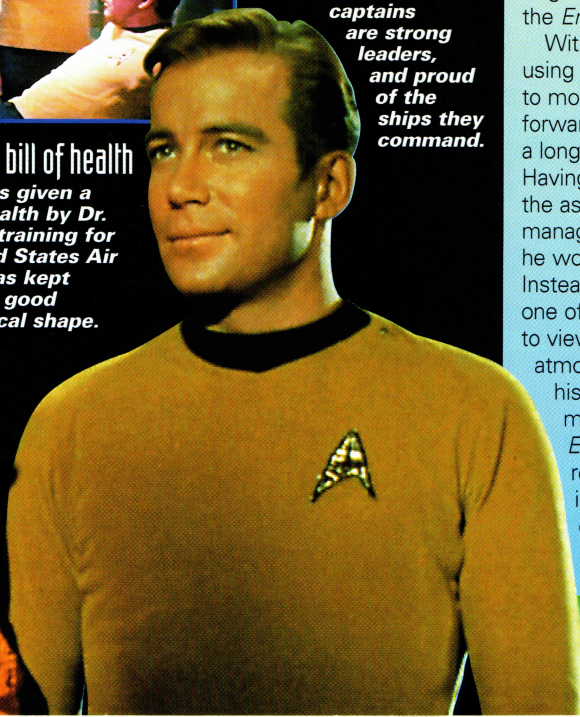
★ Understanding

Kirk and Christopher realize that they share a fascination for exploration and adventure. Both captains are strong leaders, and proud of the ships they command.



★ Clean bill of health

Christopher is given a clean bill of health by Dr. McCoy; his training for the United States Air Force has kept him in good physical shape.



Kazon Pistol

The **Kazon** are ruthless warriors from the **Delta Quadrant**, and it is rare to find a member of their race without a weapon. The Kazon people are divided into many sects, but they all favor a small handheld weapon, the **Kazon pistol**.

The **Kazon** species, although scattered across the **Delta Quadrant** and broken up into many smaller sects, maintains a uniformity in the weapons they use.

At first appearances, the standard **Kazon pistol** appears to be unfinished, almost scratch-built, with an open framework. On closer examination, however, it is evident that this compact weapon is as deadly as any **Starfleet phaser** of comparable size. It is unthinkable to find a member of the Kazon species without a weapon, and while many members of the more violent sects, such as the **Kazon-Nistrim**, the **Kazon-Mostrat**, and the **Kazon-Ogla**, prefer to carry the larger-size rifle version, junior or low-ranking warriors carry the Kazon pistol as their main weapon.

When highly-placed officers, such as those with the ranks of **maje** or **first maje**, carry

these smaller pistols, it is most likely as 'hold-outs' – in case they require a back-up weapon with which to fight off assailants.

The Kazon often employ other kinds of offensive devices, such as **disruptor snares** and **proton dischargers**, but these sidearms appear to be the most popular and plentiful items in their shipboard arsenals.

Boys with guns

Pistols are issued to members of the sects at what would be considered a very early age by **Federation** standards. For example, warrior trainees from the Kazon-Ogla sect are given one of these weapons before being set down alone on the surface of the Kazon training moon, **Tarok**. There they must fight to survive, and must outwit complex networks of booby traps in the rocky desert. These trainees are merely teenagers.



▲ The crew of the **U.S.S. VOYAGER** have found themselves on the wrong end of **Kazon weapons** a number of times in their journey through the **Delta Quadrant**. On one occasion, they are able to deactivate them when transporting a group of Kazon aboard.

The origin of the Kazon pistol weapons is unknown, but it is thought that these devices – like the **Kazon Raider** vessels, boarding craft, and **Predator**-class warships – were originally stolen from a species called the **Trabe**, which ruled the Kazon as a slave race until 2346. In that year, the Kazon reclaimed their freedom and set about their territorial skirmishes in the Delta Quadrant.

It has been determined that the starship-scale weapons used by the Kazon operate on principles similar to Federation phaser technology, so it is likely that Kazon hand weapons also use this kind of directed-energy beam. The pistol has no sighting mechanism of any kind, and the beam is discharged by

SMALL AND LETHAL

The pistol is fired by pressing a button at the back of the stock.

Most pistols are of a silver-gray alloy, though some also have copper- and bronze-colored features.

The pistol's lethal energy beam is discharged through this small nozzle.

The Kazon pistol is a small handheld weapon which is easy to conceal. The pistol handle features a grip to ensure a secure hold.

First choice

Every **Kazon** warrior carries a pistol from the comparatively early age of 13. While traveling through Kazon space, the crew of the **U.S.S. Voyager NCC-74656** have been on the wrong end of these weapons, as well as their more powerful rifle counterparts, several times.

Kazon Pistol

depressing a bronze-colored stud on the rear-most plate of the gun with the thumb. On firing, the gun releases a powerful coherent energy beam that is blue-white in color.

Design features

The casing of the gun is made from a silver-gray metallic alloy, with a conical prefire chamber and emission nozzle. Parts of the breech and grip of the gun are a darker blue-black, although some models seem to be fashioned with copper- and bronze-colored detailing. The square module forward of the breech is likely a beam control assembly of some sort. Width, dimension, and phase energy frequency controls are not visible, indicating that such calibrations are manual

in nature, such as a twist switch on the nozzle. Kazon guns do not appear to have a stun setting, and their energy discharges can knock down a humanoid with one deadly blast.

Kazon hand guns are fabricated from a variety of materials, and these are most likely polydurnide, duralamin, magnesite, and an electroceramic. Other refinements, such as safety interlocks to prevent accidental firing, are absent.

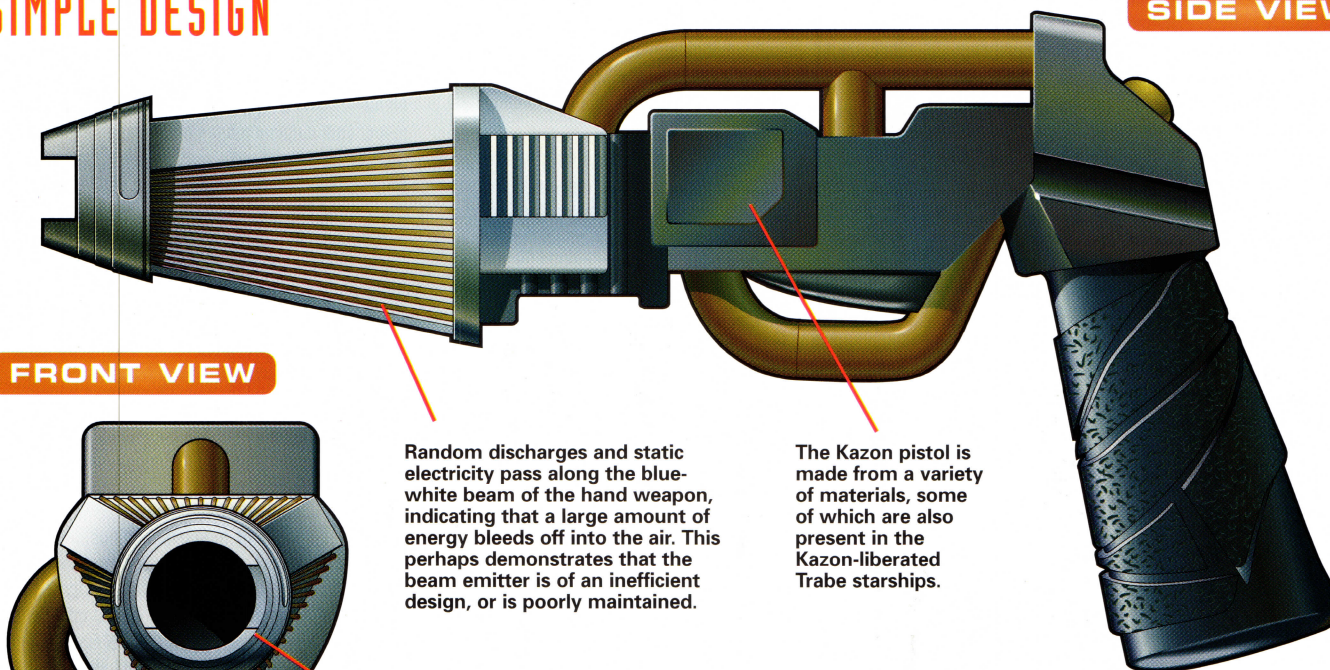
By Federation and **Alpha Quadrant** standards, the Kazon pistols are quite primitive, but such weapons enabled the Trabe to keep the Kazon enslaved for many decades. They have since helped the Kazon sects to wage war on each other, and on anyone else who has the misfortune to get in their way.



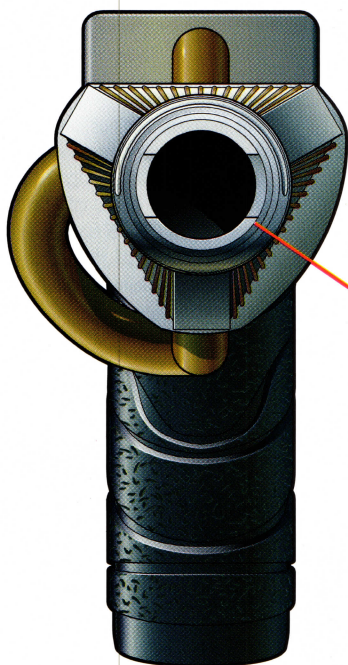
High-ranking Kazon warriors, such as Maje Jal Culluh of the Kazon-Nistrim, are likely to use even more powerful weapons than the Kazon pistol. Often, however, they will keep a pistol about their person as well, to be used in an emergency.

SIMPLE DESIGN

SIDE VIEW



FRONT VIEW



Random discharges and static electricity pass along the blue-white beam of the hand weapon, indicating that a large amount of energy bleeds off into the air. This perhaps demonstrates that the beam emitter is of an inefficient design, or is poorly maintained.

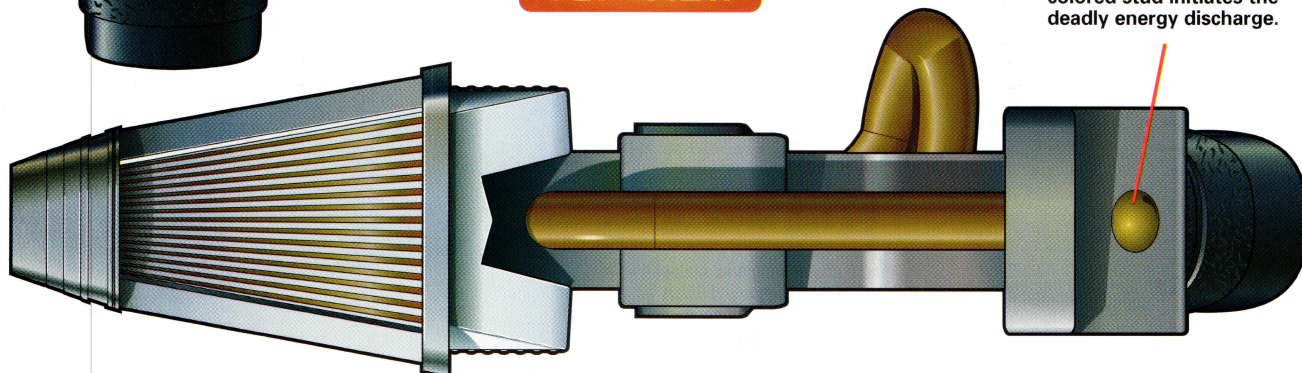
The Kazon pistol is made from a variety of materials, some of which are also present in the Kazon-liberated Trabe starships.

Some of the pistol's controls, such as the width, dimension, and phase frequency, may be activated by twisting the nozzle.

Straightforward operation

The **Kazon pistol** is designed for simplicity of use, probably to increase the speed and effectiveness with which it can be drawn against an enemy. The firing stud and any calibration controls are manually operated, and there is no sign of a safety catch mechanism.

TOP VIEW



The controls of the pistol are manual; a bronze-colored stud initiates the deadly energy discharge.



'The Survivors'

Two elderly botanists are the only survivors of a devastating alien attack on their planet. When they refuse to be evacuated by the *U.S.S. Enterprise NCC-1701-D*, Captain Picard begins to suspect there is more to their story than meets the eye.

The *U.S.S. Enterprise NCC-1701-D* answers a distress call from the Federation colony on **Delta Rana IV**. The ship's sensors indicate that the planet has been devastated by a nuclear attack. Out of 11000 colonists, only two elderly botanists, **Kevin** and **Rishon Uxbridge**, have survived – and they do not wish to be evacuated.

When the alien vessel returns to Delta Rana IV, it attacks the orbiting *Enterprise*. The vessels engage in a series of skirmishes, but **Captain Picard** begins to feel that he and his ship are being toyed with. He abandons the chase and takes the *Enterprise* back to the planet.

The alien ship reappears to once again attack the planet, apparently obliterating the Uxbridges and their home. The *Enterprise* returns fire, and destroys the craft. Some three hours later, **Chief Engineer Geordi La Forge** informs the captain that the house and two life forms have mysteriously re-appeared on Delta Rana IV. Captain Picard beams the Uxbridges onto the bridge of the *Enterprise*, and demands an explanation.

Revenge and remorse

Kevin reluctantly reveals the truth. He is a member of an immortal race known as the **Douwd**. He has lived in this Galaxy for thousands of years. While travelling in human form 53 years ago, he fell in love with Rishon. Kevin put aside his powers and married his mortal bride: Rishon had no idea her husband was an alien, and they moved to Delta Rana IV to live out their final years.

The planet was then attacked by an aggressive race known as the **Husnock**. Kevin's pacifist principles prevented him from fighting, but his wife joined the planet's resistance force, and died with the other colonists. In a fit of rage, the Douwd used his immense power to destroy the entire Husnock race, some 50 billion individuals. Since his fury subsided, the alien has been wracked with guilt.

Picard feels that neither he, nor any court, can judge the Douwd. The captain allows Kevin to return to Delta Rana IV, where he can again recreate his wife and home.

STARSHIP FACTS

Kevin fills Counselor Deanna Troi's mind with intrusive music to mask his true nature from her.

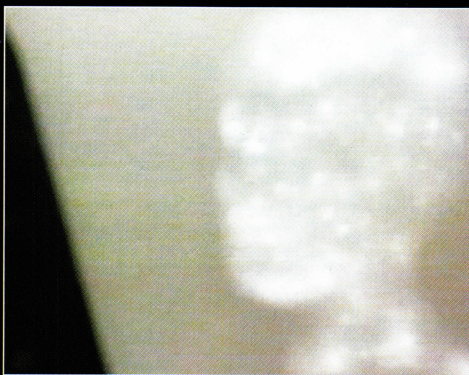
ON SCREEN...



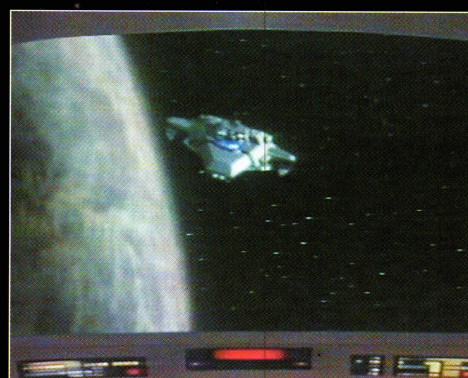
1 The Uxbridges cannot explain how or why they alone have been spared by the giant spacecraft that launched the assault. All of the other colonists were killed.



3 Kevin and Rishon are beamed to the bridge of the ENTERPRISE to answer Picard's questions. The captain himself witnessed the destruction of their home.



5 Kevin had hoped that his deceptions would force Captain Picard's vessel to leave him and his wife in peace. Rishon had no idea she, too, was an illusion.



2 The hostile alien vessel engages the U.S.S. ENTERPRISE in battle, but Captain Picard suspects that the conflict is designed to conceal something else.



4 Kevin is finally forced to admit that he has been responsible for the chain of events. His wife, home, and the warship are all illusory, created because of his guilt.



6 Captain Picard admits that he cannot judge the actions of a near-omnipotent being, even when they involve genocide. The ENTERPRISE departs Delta Rana IV.

CAPTAIN'S LOG

STARDATE 43152.4

"We are cautiously entering the Delta Rana star system, three days after receiving a distress call from the Federation colony on its fourth planet. The garbled transmission reported the colony under attack from an unidentified spacecraft."



'Who Watches The Watchers?'

Cultural contamination occurs when the *U.S.S. Enterprise NCC-1701-D* visits the planet Mintaka III. Captain Picard has to risk breaking the Prime Directive in order to convince the logical Mintakans that he is not their mythological deity, the Overseer.

CAPTAINS LOG STARDATE 43073.5

"We are en route to Mintaka III, where a three-man Federation anthropological field team has been studying the inhabitants. Our mission is to resupply the outpost and repair their malfunctioning reactor."

A Federation anthropological field team observes an extended family of proto-Vulcan humanoids at a low level of technological development. The team's observation post is disguised by a holographic generator, but the reactor explodes just before the *U.S.S. Enterprise NCC-1701-D* arrives with replicated repair parts. The blast damages the team's holographic generator, rendering the post visible.

A male Mintakan named Liko hears the explosion, and witnesses the arrival of an away team from the *Enterprise*. Dr. Crusher attends to two injured anthropologists, but their colleague, Dr. Palmer, is missing. Liko touches the post's reactivated holographic screen, and is badly electrocuted. Crusher transports Liko back to the *Enterprise* for urgent medical attention; Captain Picard then orders her to erase the Mintakan's short-term memory. However, the technique has no effect on the Mintakan.

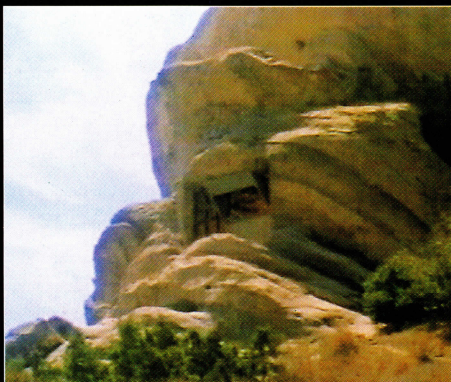
Deified

Disguised as Mintakans to avoid further cultural contamination, Commander Riker and Counselor Troi beam down to Mintaka III to search for Palmer. At the main village, they are horrified to discover that Liko believes Picard is an ancient Mintakan deity called the Overseer, who can heal the sick and raise the dead. When the villagers discover the injured Palmer, Liko convinces them that Picard will be pleased by the return of his servant.

Picard puts aside the Prime Directive and reluctantly beams Nuria, the more rational leader of the Mintakans, aboard the *Enterprise*. She realizes that the crew are not gods when she witnesses the death of one of the anthropologists. Nuria and Picard return to the village, and to prove to Liko that he is flesh and blood, Picard allows himself to be shot by an arrow.

Palmer is released. Once Dr. Crusher has healed the captain's wound, he returns to Mintaka to tell the villagers that this premature first contact should teach them that nothing is beyond their reach.

ON SCREEN...



1 On a rockface on Mintaka III, an anthropological field team observe an extended family of proto-Vulcan humanoids. The station is disguised in order to avoid contact with the natives.



2 Dr. Crusher tends to the two injured anthropologists, Dr. Mary Warren and Dr. Barron. Meanwhile, two of the inquisitive Mintakans watch these strange observers of their society.



3 Unfortunately, the memory-wiping technique developed by Dr. Pulaski is not effective on Mintakan brain chemistry, and Liko remembers the ENTERPRISE.



4 Riker and Troi disguise themselves as Mintakans to search for the missing Dr. Palmer on the surface. They discover that Picard is regarded as a god.



5 Nuria returns to her village after witnessing the death of a Starfleet anthropologist. She hopes to convince the villagers that the captain is just a man.



6 Before the ENTERPRISE departs, the captain pays one last visit to the intelligent Mintakans. He tells them they may one day travel among the stars.

STARSHIP FACTS

The area around the observation station exhibits Karst topography; the rock strata contain a high concentration of thallium compound.



'The House of Quark'

Quark makes the mistake of boasting about killing a brave Klingon warrior. When Grilka, the warrior's wife, claims her right to take Quark as a husband, the Ferengi is taken to the Klingon homeworld and appointed the new head of a great Klingon house.

'THE HOUSE OF QUARK'

"Kozak wasn't just some drifter passing through. In fact, he was the head of a Klingon family – a rather powerful family."

– Odo to Quark

When a drunken Klingon named Kozak accidentally falls on his own knife and dies in Quark's bar, the Ferengi takes the opportunity to rewrite history. He tells a skeptical Odo that, after a raging battle, he killed the angry Klingon in self-defense.

Kozak's brother, D'Ghor, arrives on *Deep Space Nine*. He makes Quark stick to his story – it would bring dishonor to his family if it were known how Kozak really died. Kozak's widow, Grilka, also travels to the station. After hearing the full story from Quark, she stuns the Ferengi and takes him to the Klingon homeworld.

When Quark awakes, he learns that Kozak did not have a male heir, and the disreputable D'Ghor stands to gain control of his house. Grilka has therefore decided to marry Quark, as Klingon tradition allows the slayer of a family head to become the new leader.

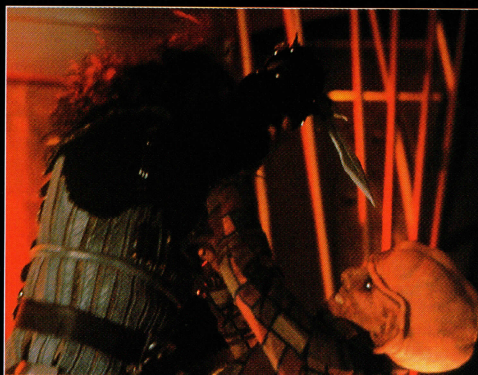
Unwanted honor

Grilka appears before the Klingon High Council. She tells them she has performed the *brek'tal* ritual and married Quark to negate D'Ghor's claim to Kozak's house. Quark examines Kozak's business records, and finds that D'Ghor has depleted his brother's holdings over the last five years. When Quark presents this evidence to the High Council, the Klingon warriors are soon bored with the details. D'Ghor demands vengeance against Quark, and challenges the Ferengi to a *bat'leth* duel.

The next day, Quark arrives for the duel, but throws aside his weapon when battle begins. Quark points out to Gowron that no true warrior would find honor in killing a weak Ferengi. Gowron is impressed, and orders D'Ghor to refrain from attacking.

The Klingon chancellor gives Grilka special dispensation to lead her own house. Before returning Quark to *Deep Space Nine*, Grilka grants him the divorce he desires, by spitting on him and giving him a hearty slap.

ON SCREEN...



1 A drunken Klingon named Kozak attacks Quark when the Ferengi refuses to give credit at his bar. Kozak stumbles, falls on his own knife, and dies.



2 Quark senses an opportunity for profit, and quickly rewrites history. He tells the skeptical Odo that, after a fierce battle, he killed the Klingon in self-defense.



3 Kozak's widow, Grilka, persuades Quark to tell her what really happened. After hearing the Ferengi's confession, she knocks him unconscious.



4 When Quark awakes, he finds himself in the presence of a Klingon priest called Tumek, who reveals that Kozak was not blessed with a male heir.



5 After Grilka claims Quark as her new mate and the head of Kozak's house, the hapless Ferengi must use his verbal prowess to talk himself out of a duel.



6 Klingon divorce proceedings are short and sweet; Quark's marriage to Grilka ends when the Klingon woman spits at him and slaps him across the face.

STARSHIP FACTS

The Dominion threat forces Keiko O'Brien to close her school on the station. She decides to join a six-month botanical survey of Bajor.





FILE 70 STAR TREK: DEEP SPACE NINE

'Equilibrium'

A series of strange hallucinations leads Jadzia Dax back to the Trill homeworld. There she discovers a startling secret about one of her previous hosts, whose memory has been suppressed for more than a lifetime by the Trill Symbiosis Commission.

Jadzia Dax begins to suffer from a series of paranoid mood swings and vivid hallucinations. She also becomes obsessed with a haunting piece of music. A concerned **Dr. Bashir** suggests that Dax be taken back to the **Trill** homeworld for examination by the **Symbiosis Commission**.

Once there, Jadzia undergoes a series of tests. She also visits the **Guardians**, unjoined Trills who devote their lives to caring for the symbionts. A Guardian named **Timor** examines Dax and decides that the balance between host and **symbiont** has somehow been thrown off. Timor believes the hallucinations are caused by a previous host.


Mystery melody

A computer search uncovers the source of the music Dax keeps hearing. The piece was written by a Trill named **Joran Belar**, 86 years before. Soon after seeing Belar's picture on a screen, Dax falls into a neural shock coma. **Commander Sisko** and **Dr. Bashir** contact **Yolad Belar**, Joran's only living relative. The old man tells them that his brother was unstable, but claimed shortly before his death to have been joined.

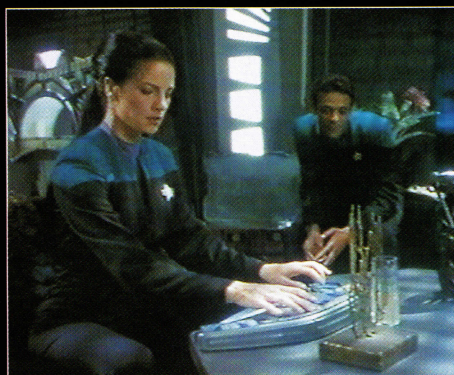
Sisko suspects the Dax symbiont was given an unsuitable host before **Curzon**. Sisko and Bashir confront the commission's **Dr. Renhol** with this theory. She admits that the commission altered records and blocked Dax's memory – a block which is now beginning to fail – to hide the fact that many Trill can be joined, thus preventing symbionts from becoming highly sought-after prizes.

In exchange for Sisko's silence, Dr. Renhol treats Dax. To realign host and symbiont, Joran's memories have to be brought to the forefront of Dax's mind. She is revived and taken back to the symbiont pool, where the other symbionts enable Dax to finally bond with Joran. She embraces a vision of the long-forgotten host.

STARSHIP FACTS

 Joran murdered the physician who recommended he be dropped from the initiate program, and was killed while trying to escape. Both Joran and his brother attended the Trill music academy.

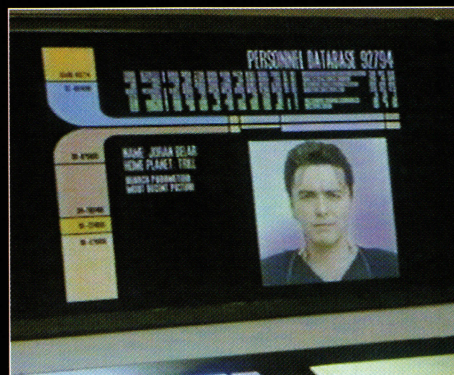
ON SCREEN...



1 On **DEEP SPACE NINE**, Dax begins to suffer from mood swings and paranoid delusions. The joined Trill also becomes obsessed with a certain piece of music.



2 In an underground cave, Dax finds the pools where the symbionts breed. She speaks to a Guardian, Timor, who believes her troubles stem from a previous host.



3 Upon seeing Belar's picture on a computer screen, Dax enters another dream; this reveals that Belar is the masked stranger of previous visions.



4 While Dax is in a coma, Sisko begins to work out the answer to this puzzle. He suspects that the Dax symbiont was given to another host between Torias and Curzon.



5 Dr. Renhol is eventually persuaded to help Jadzia; Sisko will not allow his old friend to die to bury the mistakes of the Trill Commission.



6 After encountering Dax's forgotten host, Jadzia returns to **DEEP SPACE NINE**, happy to have a more complete knowledge of her past lives.

'EQUILIBRIUM'

"I don't know what's wrong with me ... I feel like I have so much anger inside me, and I don't know where it's coming from."

— Jadzia Dax

continued



▲ **Captain Kirk was divided into two beings after a transporter ionizer failure.**

ionizer, transporter

In the 2260's the transporter ionizer was a crucial, and delicate, element in the transporter system. Magnetic dust caused the transporter ionizer to fail on the **U.S.S. Enterprise NCC-1701**, creating two versions of Captain Kirk. (*Starship Log: 'The Enemy Within' [TOS]*) **SEE FILES 59, 43, 68**

ionizing radiation

A form of radiation that can electronically charge atoms. The **U.S.S. Enterprise NCC-1701-D** released ionizing radiation into space to create a sensor blackout area, masking the wreck of the **U.S.S. Pegasus** from a **Romulan Warbird**. (*Starship Log: 'The Pegasus' [TNG]*) **SEE FILES 31, 69**

lotians

Imitative humanoid inhabitants of **Sigma Iotia**



▲ **Captain Kirk found himself in a world based on lurid crime fiction.**

II. Their culture was contaminated in 2168 by an Earth book called 'Chicago Mobs of the Twenties.' In 2268, Captain Kirk discovered the lotians were mobsters. (*Starship Log: 'A Piece of the Action' [TOS]*) **SEE FILES 18, 68**

IP scanner

SEE interphasic scanner

ipasaphor

Glutinous yellow ooze on the palm of an **Ocampan** female during her fertile period. In order to ensure conception, the 144 hours of copulatory union between male and female must commence within two days of its appearance. (*Starship Log: 'Elogium' [VOY]*) **SEE FILES 18, 43, 71**

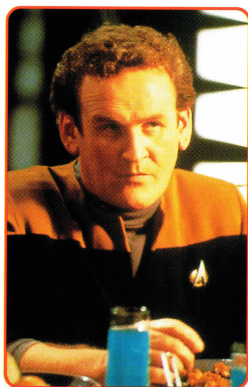
Iponu, Temple of

This sanctum on **Bajor** is where the **Orb of Time** is maintained. **Kira Nerys** consulted the Orb here, and returned to the past to learn the truth about her mother's relationship with **Dukat**. (*Starship Log: 'Wrongs Darker than Death or Night' [DS9]*) **SEE FILES 10, 47, 70**

Ireland

An island nation on Earth that has endured invasions, rebellions, civil wars, and political divisions over several thousand years. In 2025, the country was united through the use of violence. (*Starship Log: 'The High Ground' [TNG]*) **SEE FILE 69**

▶ **DEEP SPACE NINE's chief of operations, Miles O'Brien, is proud of his Irish heritage.**



▲ **Kes underwent a premature start to her elgium when the U.S.S. VOYAGER encountered a space-borne life form known as the Swarm; the creatures' electrophoretic activity was found to be the cause.**

Iresine Syndrome

This humanoid malady is marked by reduced histamine levels, an electrophathic signal in the thalamus, and a 72-hour coma. **Deanna Troi** was diagnosed with the condition, but she was actually a victim of telepathic memory invasion. (*Starship Log: 'Violations' [TNG]*) **SEE FILES 18, 65, 69**

iridium

Metallic element. Ions of iridium in a **Nechani** subterranean shrine caused a dielectric effect in **Captain Janeway** and **Kes's** outer epidermal layers, protecting them from lethal megajoules of **biogenic energy**. (*Starship Log: 'Sacred Ground' [VOY]*) **SEE FILES 18, 43, 71**

irillium

An element found in the mineral **ryetalin**, that was prepared for **Dr. McCoy** by **Flint**. Irillium's presence blocks the qualities in the ryetalin that McCoy needed to stop a plague. (*Starship Log: 'Requiem for Methuselah' [TOS]*) **SEE FILES 44, 68**

Irtok

Planetary system near **Ferenginar** and **Clarus**. When **Rom** was unable to contact the **Ferengi** homeworld, he rashly concluded that the **Dominion** must have conquered Irtok and Ferenginar. (*Starship Log: 'Profit and Lace' [DS9]*) **SEE FILES 14, 70**

Irumodic Syndrome

Human ailment causing long-term, gradual degradation of synaptic pathways, leading to the loss of mental faculties and then death. In an alternative future, **Jean-Luc Picard** became a victim. (*Starship Log: 'All Good Things ...' [TNG]*) **SEE FILES 19, 65, 69**



▲ **In the anti-time future devised by Q and experienced by Jean-Luc Picard, the captain suffered from Irumodic Syndrome; in the true timeline, it is possible he may develop the illness in the future.**

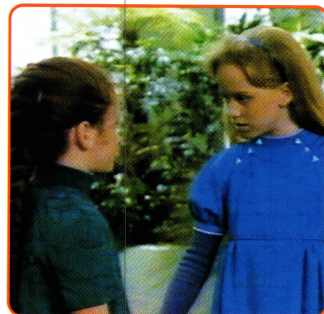
Isabella

The name of an imaginary playmate created by **Clara Suter**, a lonely child aboard the **U.S.S. Enterprise NCC-1701-D**. Isabella took form when a curious, noncorporeal entity from **FGC-47** materialized into the role. (*Starship Log: 'Imaginary Friend' [TNG]*) **SEE FILES 58, 69**

ionizer, transporter
ionizing radiation
lotians
IP scanner
ipasaphor
Iponu, Temple of
Ireland
Iresine Syndrome
iridium
irillium
Irtok
Irumodic Syndrome
Isabella
Isak
Isam Helewa
Ishan
Ishan Chaye
Ishikawa, Hiro
Ishikawa, Koiko
Ishka
isik
Isis
isomatrix
isoboramine
isocortex
isodyne relays
isogenic enzyme



▲ **Iridium protects against the 800 megajoule field of biogenic energy that surrounds the Nechisti shrine on the Nechani homeworld.**



▲ **In 2368, little Clara Suter was unaware that her imaginary friend 'Isabella' was actually an alien entity from the planet FGC-47.**



Isak This young man met **Kirk** and **Spock** in prison on the planet **Ekos**. A native of peaceful **Zeon**, he worked to overthrow **Ekosian** brutality by introducing Kirk and Spock to the underground resistance. (*Starship Log*: 'Patterns of Force' [TOS]) **SEE FILES 18, 68**

Isam Helewa **SEE Helewa, Isam**

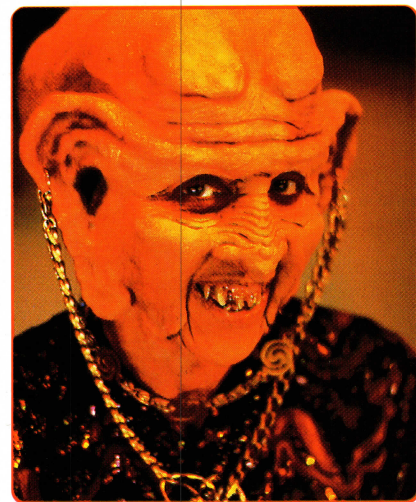
Ishan This member of the underground-dwelling **Sakari** race interrogated **Chakotay** and **Tuvok** when **U.S.S. Voyager** crew members were searching for **gallicite** on the Sakari homeworld. (*Starship Log*: 'Blood Fever' [VOY]) **SEE FILES 18, 64, 71**

Ishan Chaye **Bajoran** man, a native of **Rakantha** province. In 2367, Ishan was falsely convicted of the attempted assassination of **Gul Dukat**, and publicly executed. Six years later, morphogenic enzymes in **Odo's** brain caused **Sisko** to become Ishan in the **Great Link**. (*Starship Log*: 'Things Past' [DS9]) **SEE FILES 10, 43, 70**

Ishikawa, Hiro Father to **Keiko Ishikawa**. He died before Keiko was married. Keiko wanted to name her first child after him, until the baby was discovered to be a girl. (*Starship Log*: 'Disaster' [TNG]) **SEE FILES 43, 69, 70**

Ishikawa, Keiko Botanist in **Starfleet** who served aboard the **U.S.S. Enterprise NCC-1701-D**, where she met her future husband, **Miles O'Brien**. She was close friends with **Data**, who participated in her wedding. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 43, 55, 69, 70**

▶ **When pregnant with her first child, Keiko O'Brien planned to call the baby Hiro, after her father, until she gave birth to a daughter.**



Ishka **Ferengi** female, mother of **Rom** and **Quark**, grandmother of **Nog**. 'Moogie', as her children call her, frequently rebelled against Ferengi laws, to the point of wearing clothes and earning profit. In 2373, her **tongo** skill led her and **Grand Nagus Zek** to a romantic involvement. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 14, 51, 70**

▶ **Ishka has been a keen advocate of reform to the patriarchal Ferengi commerce laws.**

isik **Vlughtan** monetary unit. **Alsia** claimed to need 10000 isiks to commission a study of the effects of asteroid mining on intersystem navigation, before the government granted her a prospecting license. (*Starship Log*: 'Rivals' [DS9]) **SEE FILE 70**

Isis **Gary Seven's** assistant, a black cat from another plane. She spoke in a language only understood by Seven. If very nervous, Isis would meow; she could also appear as a human female. (*Starship Log*: 'Assignment: Earth' [TOS]) **SEE FILES 58, 68**

▶ **The enigmatic Isis was instrumental in Gary Seven's historical mission to 1967.**



isomatrix A **Delta Quadrant** equivalent to the **EMH's holomatrix**, the isomatrix is used by the **Srivani**, and is the physical manifestation of an **isomorphic projection**. **Lt. B'Elanna Torres** wanted to access this program directly to install a cut-off switch. (*Starship Log*: 'Revulsion' [VOY]) **SEE FILES 56, 71**



isoboramine This messenger chemical controls brain interactions between a **Trill host** and **symbiont**. If isoboramine levels drop more than 40 percent, the symbiont must be evacuated immediately. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 46, 70**

▶ **When Jadzia Dax fell ill in 2371, her isoboramine levels dropped alarmingly. She and her crewmates discovered that the illness was caused by the resurfacing memory of a past host.**

isocortex This part of the human brain comprises the cerebral cortex's exterior stratum. The mind-controlling **Kataan probe** appeared to injure **Jean-Luc Picard's** isocortex when its connection with the captain was endangered. (*Starship Log*: 'The Inner Light' [TNG]) **SEE FILES 18, 42, 43, 69**

isodyne relays This component of a **tricorder** is involved in collecting information. **Chakotay** suspected the isodyne relays were malfunctioning when a tricorder analysis identified a Bonsai tree as a maple. (*Starship Log*: 'In The Flesh' [VOY]) **SEE FILES 66, 71**

isogenic enzyme **Dr. Bashir** discovered that the **Jem'Hadar's** circulatory system is dependent on this enzyme, which their bodies are engineered not to produce naturally. It is supplied via **ketracel-white**. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILES 16, 43, 70**

▶ **The Jem'Hadar are controlled by their addiction to ketracel white, which provides their isogenic enzymes.**

